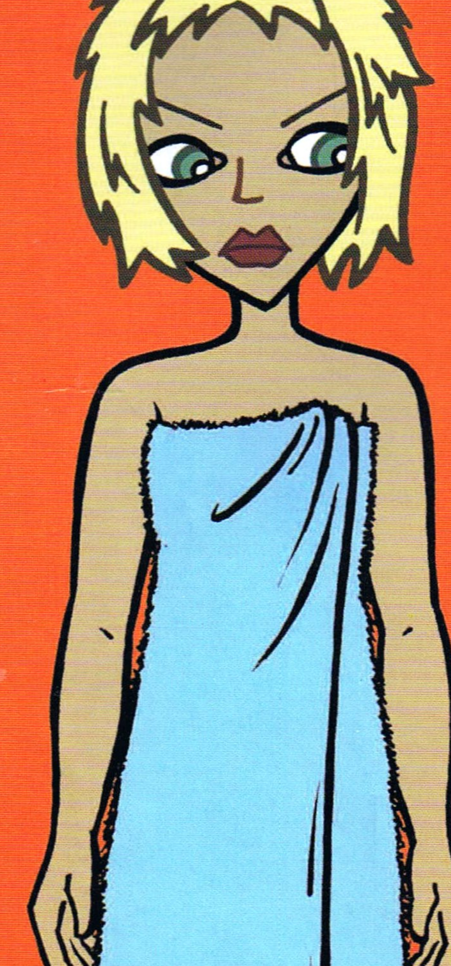

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WELCOME

The greatest games magazine in the world

THE ONLY REVIEW

The summer's been slow. There's no two ways about it. As Geraint explains in this month's news, the games originally promised for July and August have either been pushed back to a more favourable September release, or just disappeared altogether. Here in the UK, the words 'summer' and 'release' tend not to sit very well together – hence the lack of quality Cube games.

MARIO... AND MORE

In Japan and the States, however, there seems to be no such worries. This month, we've not only got the first *ever* review of one of the world's most anticipated games – *Mario Sunshine* – but we've also got the first review of the US version of *Eternal Darkness*, a game that's been in development even longer than Mazza's illustrious *Mario 64* sequel. Both are outstanding in their own right – and, in *Eternal Darkness*' case, proof positive that Nintendo's second-party policy is paying real dividends. But the real star this month is undoubtedly the man with the M on his cap. We've set aside 12 pages to deliver all the info and screenshots you need – plus we've left plenty for our PAL review in the next few months. And don't worry: we haven't spoiled the game for you. Like every great *Super Mario* adventure, there's simply *stacks* to wade through.

THE BIGGEST NAMES

Probably the biggest surprise of the month was *Timesplitters 2*. We visited some of the ex-*GoldenEye* developers at Free Radical this month to find out how things were coming along, and what we saw was nothing short of awesome. We were sceptical, notably because of its PS2 origins, but '*Splitters* is an absolute sensation – a solid, enjoyable one-player mixed with an unforgettably good multiplayer. And to round things off nicely, we also got an exclusive peak at *Resident Evil Zero*. Will you be impressed? Very definitely, yes – and you'll probably be pretty scared too. Get them both inside.

Tim Weaver Editor
ngc@futurenet.co.uk

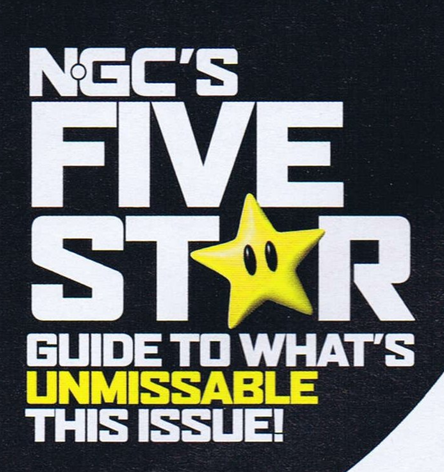
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TURN OVER THE PAGE!
For five of the best pieces of action from this month's Mazza-tastic NGC!



WHAT'S IN THE MAG?



NGC'S FIVE STAR GUIDE TO WHAT'S UNMISSABLE THIS ISSUE!



PAGE 52

MARIO SUNSHINE

Fresh off the plane from Japan and directly into your brains.





TIME SPLITTERS 2

PAGE 6

Splitting game-ache! We've played it, we love it, and you will too. Check out our exclusive preview over the page…







MEET ENJiKi

No-one in the whole office speaks the language of love better than Geraint – with his silky Welsh lilt, immaculately pressed velvet shirts, and collection of Julio Iglesias CDs, many a lady has melted under his 'spell'. But even 'Garrington Rice-Jones' (as he prefers to be known at weekends) wouldn't choose anyone other than Enjiki to help him read **NGC** *– which is why she pops up at important points to guide you through the mag…*

PAGE 52

MARIO SUNSHINE

HE'S BACK!

The prodigal plumber returns after a six-year absence. Check out our massive 12-page blowout – we tell you why Mario's back and better than ever before.



ETERNAL DARKNESS

Insanity, shotguns, and a lesson in history courtesy of Silicon Knights.



RESIDENT EVIL ZERO

Find out the frightening truth as to why this is the scariest instalment… ever.



UGLY COMPETITION

You heard. Find humanity's most hideous for a year's supply of games.









STUNNING NEW PICS!

Free Radical Design let us get to grips with their frantic new first-person shooter for a day! See what we think about it after they riddled us with bullet-holes…

△ **Inventive weapons, gorgeous effects, beautiful levels and ultra-fast blasting action. This is looking reeeeal nice – and not only in multiplayer either.**

TIMESPLITTERS 2

Ex-*GoldenEye* coders Free Radical hit Cube with what has to be one of the finest multiplayer shooters *ever*…



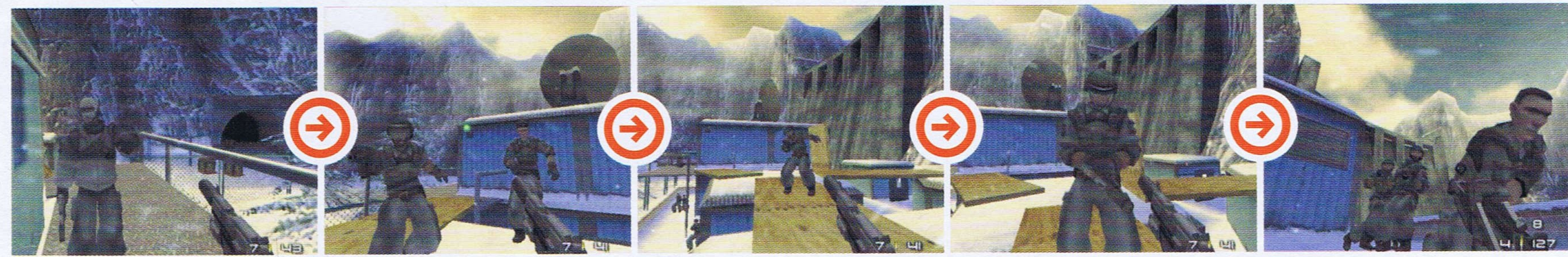
If there's one thing we can't wait for, it's a decent first-person shooter. More to the point, what we *really* cant wait for is a decent multiplayer FPS. After the storming success of the awesome *GoldenEye*, and the refined, option-heavy brilliance of *Perfect Dark*, we've been gagging for another game to take their place as our four-player shooter of choice. Of course, trying to top those two games is a mammoth undertaking, and emulating their success would be even harder. If you were going to even attempt it, surely you'd need a team of developers who really knew what they were doing – and one that consisted of *GoldenEye* veterans would be even better. A team like, say, Free Radical Design.

Well, as luck would have it, many of the team responsible for bringing one of the N64's finest gaming moments to life, are also looking for a repeat performance when their latest venture, *Timesplitters 2*, is released this autumn. Ordinarily, we'd be hard-pushed to believe this was possible, but after we spent a day sniping, circle-strafing and spraying bullets alongside the design team, it's clear they're *very* close to creating just that – a slick, super-fast shooter that threatens to suck hours of your life away before you've even noticed.

TIME TO DIE…

So what's it all about then? Well, plot-

It's killing time with Free Radical's new shooter…



The opening level owes a great deal to *GoldenEye*. Stealthy sniping, security cameras, taking communication dishes out, and sneaking around claustrophobic tunnels under the dam. Smart.

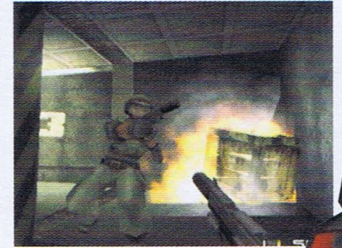
BURNING UP OUTSIDE



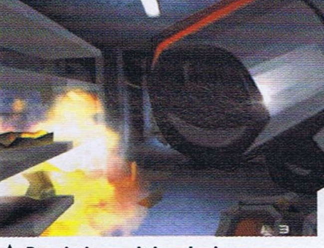
How's this for a smart touch? Not only is the flamethrower effect in *Timesplitters 2* to die for, but it also has a secondary effect on gameplay. When you torch someone they burst into flames, and their health slowly dwindles away – and if your burning target happens to come into contact with anyone else (including yourself), they'll burst into flames themselves. If you're unlucky enough to be on the receiving end of a char-grilling, then you have two options. You can look for the nearest water source – like a dripping shower, fire extinguisher or shallow pool to put the flames out, or, if you're feeling sadistic, you can leg it around like raging human inferno 'tagging' everyone around you and taking them down with you. Brilliant.



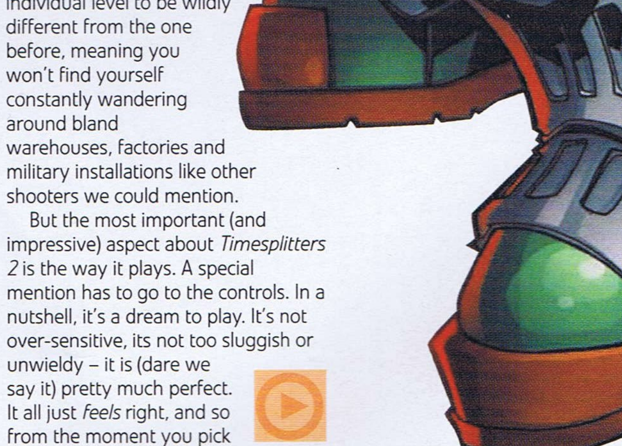
While we're not exactly big advocates of killing faceless drones, aliens and metal robots, there's no denying that *Timesplitters'* weapons make mass destruction delightful.



As ever, crates can be destroyed for splash damage.



Proximity and timed mines prove useful for setting explosive traps.



MONKEY!



As you're probably aware by now, one amusing feature of the game is the inclusion of the monkey skin. But it's not just an irritating Odd Job replacement. In one Multiplayer game, for example, the losing player gets to have his own gaggle of tommy-gun-toting chimps to help them get back into contention – adding an interesting tactical element to the mix.

wise, there's nothing to write home about. The year is 2401, and the human race is facing an enemy hell-bent on its destruction. Known as the Timesplitters, their space station (on the outskirts of time and space, naturally) has been infiltrated by a squad of marines. After eliminating all but two of them, the 'Splitters flee through a time portal carrying nine crystal shards that allow them to jump to any point in history and meddle with time. Meanwhile, the two remaining marines have no choice but to jump into the portal after them and retrieve the crystals before humankind is wiped out. Naturally, you take control of one of the marines, but as you jump into each era, you actually jump into the body of someone who's already battling the Timesplitters, Quantum Leap-style, so your appearance changes with each new level.

> "A SPECIAL MENTION HAS TO GO TO THE CONTROLS – HONESTLY, THEY'RE JUST ABOUT PERFECT"

Okay, so the story isn't going to win any awards – but it does have its uses insofar as it allows each individual level to be wildly different from the one before, meaning you won't find yourself constantly wandering around bland warehouses, factories and military installations like other shooters we could mention.

But the most important (and impressive) aspect about *Timesplitters 2* is the way it plays. A special mention has to go to the controls. In a nutshell, it's a dream to play. It's not over-sensitive, its not too sluggish or unwieldy – it is (dare we say it) pretty much perfect. It all just *feels* right, and so from the moment you pick



TIME FACT! Albert Einstein's Theory of Special Relativity dictates that time slows down as you approach the speed of light – this has apparently been proved using a stopwatch and a plane. Chinny reckon…



IT WAS THE BEST OF TIMES...

Think Quantum Leap with flamethrowers and chainguns, and you've pretty much sussed *Timesplitters 2*. According to Ziggy, there's a 97.208 per cent probability that you'll end up in...



OBLASK DAM, SIBERIA 1990

Like a cross between GoldenEye's Dam and Severnaya levels, you have to sneak into the base using your sniper rifle. But that's where comparisons end, as the level takes a decidedly nasty turn towards bio-freakery and the undead. Interesting.



CHICAGO, 1932

Stylish and moody. Armed with a tommy gun, you get to fill smartly dressed gangsters full of lead. One objective has you destroying barrels of booze. Shoot the keg at the top and not much fluid leaks out, but shooting the bottom has liquor flowing freely. Lovely.



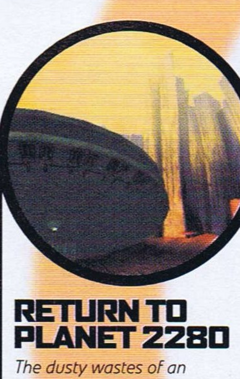
NOTRE DAME, 1867

Again, this level oozes atmosphere. Taking place in the famous Parisian cathedral you have to leg it through the catacombs and into the cathedral itself, freeing the hunchback's buxom ladies from their bonds before encountering a screen-filling boss. Madness.

SPACE STATION ????

Here's where it all comes to a head. After nabbing all the crystals, it's time to get some payback in the Splitters' den. Unfortunately, details on this level are scarce – and by scarce we mean... well, let's say we just weren't allowed to see it.





RETURN TO PLANET 2280

The dusty wastes of an unknown planet is the setting for this one. Expect the difficulty level to be ramped up substantially as you gun your way to that last crystal shard.





ROBOT FACTORY, 2315

Grimy mechanised level with enemies that resemble a terrifying cross between the T100 Terminator and Short Circuit's Johnny 5. Expect plenty of lasers, constantly active scenery, and enough neon-spewing weaponry to blind anyone within a 50-mile radius.

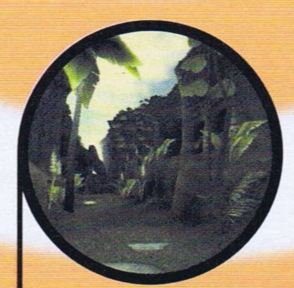
WILD WEST, 1890

We're glad they've included this level. We've never really had the opportunity to brandish shootin' irons in seedy dust-filled saloons, but now we can. Here's hoping we also get to fill in some bandy-legged gunslinger while he's takin' one in 'the can'. Yeee-Haaaw!



ATOM SMASHER, 1969

More mechanised madness. This gantry-filled metallic sprawl is extremely claustrophobic, with tight corridors and gloomy lighting to accompany the white-hot sparks flying from your ricocheting bullets.



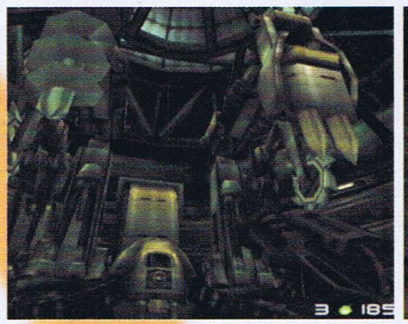
AZTEC RUINS, 1920

In a drastic change of scenery from the previous levels, you're thrown into open space with dense jungle and rocky outcrops to contend with.



TOKYO, 2019

Still on the futuristic side of things is what seems to be a gritty, post-apocalyptic rendition of Tokyo's Akihabara district. Taking a distinctly cyber-punk feel, you get to roam the streets wasting techno-punks from the seedier side of the tracks.




Δ **The level of detail in the environments is certainly excellent , but when you see how well this baby moves, you really start to be impressed – especially in four-player and co-op modes.**



Δ **Capable of strafing, rolling and ducking, enemies will hold their position and use scenery to keep themselves as covered as possible – they'll even deliberately explode nearby objects.**



Δ **If you were on fire, this hydrant would prove useful. But even if you're not burning, the effect is lovely all the same.**

Δ **Chicago is a brooding and atmospheric level, while the design of the characters and locations is top-notch.**

PLENTY OF SCOPE

Right from the offset the sniper rifle becomes an important part of the single-player experience – and using it is a genuine pleasure. The effect is pretty smart too, with soft blurring around the edges defining your peripheral vision, and a sharp central focusing box.



up the pad you're immediately at home, which means you can start concentrating on the more important aspects, like wasting the enemy. Instant satisfaction…

DAM YOUR 'EYES

Take the opening level, for example. In what feels like something of a homage to *GoldenEye*'s opening Dam level, you're given a sniper rifle from the offset and have to sneak your way into a high-security installation, by head-shooting your way through patrolling guards and picking off snipers from the towering buildings around you. Unlike in games such as EA's *Agent Under Fire*, an enemy taking a bullet to the head from a distance results in exactly the kind of reaction you want – a violent jolt to the bonce and a lifeless corpse slumping to the ground. As you'd expect, the guard models themselves all react differently depending on where you hit them, but in this case picking off enemies is, for some reason, immensely satisfying. Furthermore, the behaviour of the enemies themselves is also very impressive. For example, they have a number of evasive routines for you contend with, that aren't just limited to rolling and side-stepping. They have the capability to reach out and shoot from behind walls and barricades without exposing their body as a target. They won't be quite so easily led, either. If they're in a good defensive position, they'll stay there until you find a way of rooting them out. Lastly, the way they move is equally impressive, and not just in terms of the way they're animated – for example, they can run past you while their torsos turn to track and aim at you as they move around. Again, this makes nailing them a whole lot more satisfying than just gunning down the usual dumb cannon fodder.

> **"THE ENEMIES IN TS2 ARE HIGHLY INTELLIGENT – THEY HAVE A NUMBER OF EVASIVE ROUTINES"**

HAMMED SOLO?

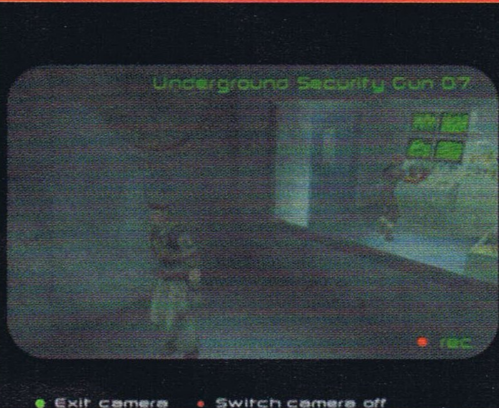
While this level of detail is all well and good, it isn't worth anything if the single-player turns out to be rubbish. One of the main criticisms of the original *Timesplitters* was the fact that its single-player mode was a little simple, shallow and uninspired. Such criticisms, it's safe to say, have been addressed for this second outing. There are now set objectives that are laid down at the start of every

SHOW TIME! Some films with time travel in: The Terminator (Ahnuldt); Timecop (Van Bam); Time Bandits (dwarfs); and The Time Machine (morlocks). Our favourite? The peerless Freejack (Estevez/Hopkins/Jagger).

CAPITAL GUNISHMENT

Now this we do like. After sneaking about an installation such as the Oblask Dam, chances are you'll run into the business end of a high-velocity, bullet-spitting gun turret and be severely punctured as a result (if you're not super-careful that is). Thankfully, *Timesplitters* gives you the chance to get your own back. Dotted around the level are control booths that operate these guns. Find one, get behind the console, and you'll be able to get a gun's-eye view of the level, allowing you to spray your own special brand of gun-love on the hapless guards below. Priceless





△ Don't expect Johnny 5 to be 'alive' for very much longer…





△ The joys of letting rip at 30-rounds-a-second in someone's face at point blank range is as satisfying as ever…

mission, but secondary to these are a number of objectives that crop up at the last minute. You may, for example, be wandering the streets when out of nowhere you get a message indicating that you have to take out a car driving by at high-speed. Alternatively, you could be passing a ringing phone – you pick up and receive a new objective to concentrate on. Not only does this make you feel much more involved, but it means you have to be constantly on your toes if you want to stay ahead of the game.

LOVE OF THE GAME

Free Radical are clearly putting in the effort – but not just in areas where they've received criticism. It's abundantly clear that they absolutely *love* this project, and they're lavishing so much care and attention on the game, their infectious enthusiasm comes through when you play it.

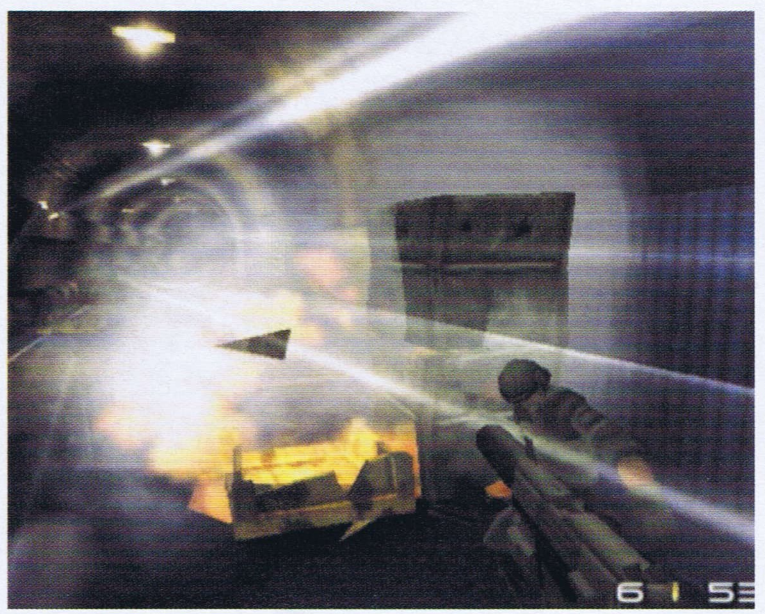
The design throughout is consistently fresh, stylised and delightful. The speed and smoothness of the game, despite the detailed environments, is slicker than any of the shooters we've seen so far (maybe not *Metroid*, but they're too different to realistically compare). The atmosphere throughout every time period is pitched just right and the balance between stealth and non-

GUNSLAY!

The weapons aren't strictly tied in with each time line, but they are wildly different. From what we've seen they're fairly balanced too, so players will find a suitable piece to accompany their style of play. Also, as is the fashion these days, most weapons have a secondary function to spice things up a little.



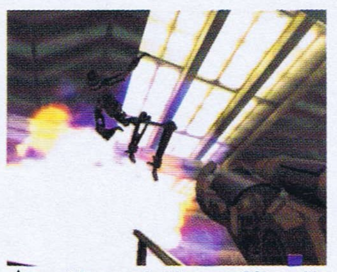
△ There's a great range of weapons complementing the time periods.



△ Most of your shots are accompanied by these white bullet trails.



△ The controls are superb, allowing you to get into the swing of things…



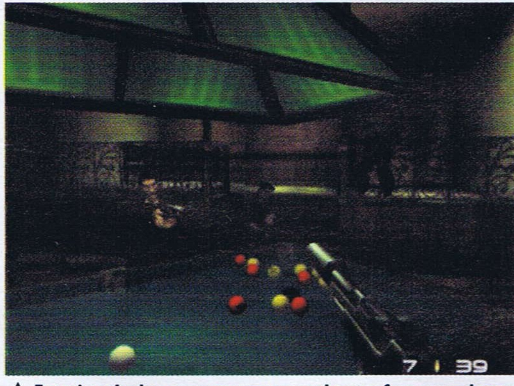
△ …with remarkable ease. GC's pad is perfectly suited to shooters.

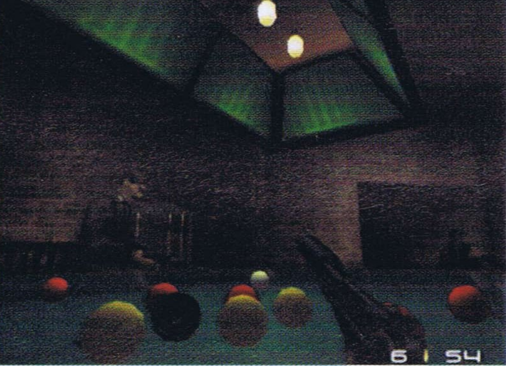
△ As usual, getting too close to fiery explosions is hazardous to your health.

BRING OUT YOUR DEAD

Its not just the 'Splitters and their cohorts you'll be battling against. These zombies crop up every so often, resulting in three-way battles between you, the zombies and the Splitters. Just as you'd expect, blowing their heads off and making a bloody mess features heavily.







△ Entering the bar, you can use your shooter for some pleasant impromptu potting. Diversions like this are very welcome.

stop frantic action is near perfect. And as if that wasn't enough, *Timesplitters* also includes a feature that could well blow all other FPS competition out of the water – a fully functional multi- *and* single-player Map Maker.

Allowing you make your own arenas as well single-player missions, you'll be able to dictate almost every facet of level design, from weapons placement to wall textures, all in an accessible and easy-to-use editor. Still not satisfied? Okay then, add to this a co-operative option for the main story mode (that doesn't stutter and jerk like *Perfect Dark* in a ten-man running battle), a comprehensive multiplayer mode with a staggering amount of options, over 60 individual skins to play in, and an exceptional wealth of minigames – which include the chance to run around smashing windows with bricks and killing your mates with a shotgun! *Timesplitters 2* is certainly shaping up to be a ridiculously meaty FPS package.

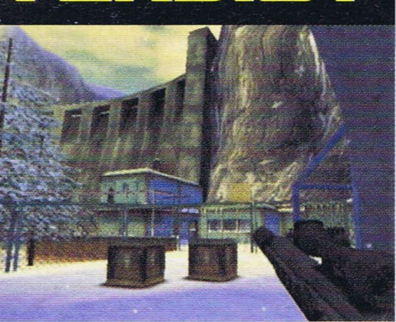
As we've said so often in so many reviews, it's disheartening when we see games fail to live up to their potential. All too often, because of publisher's constraints or a lack of imagination, titles end up feeling hurried, or demonstrate a general lack of enthusiasm in the developer. This is certainly *not* the case with *Timesplitters 2*, which – barring some kind of catastrophic disaster – will be exactly the game you, and three of your gun-hungry mates, have been waiting for. Roll on September.

> **"TIMESPLITTERS INCLUDES A FULLY-FUNCTION MULTI- AND SINGLE-PLAYER MAP MAKER"**

NGC VERDICT

Maybe it's because we've been starved of a decent first-person shooter for so long now. Maybe it's the fact that we know that *GoldenEye*'s finest are beavering away on it even as we speak. Or maybe it's the fact that *Timesplitters 2* is, beyond a shadow of a doubt, a multiplayer masterpiece. It's fast, it's slick, it's wonderfully designed and it's immediately apparent that the developers *really* care about the game – which is more than can be said for the likes of *Agent Under Fire*.

Timesplitters 2 **incorporates so many elements that we've always craved. A *decent* co-operative mode, a super-fast multiplayer and a map-editor – and it's for these reasons alone that we've already fallen deeply in love with it. Brilliant.**



UK OCTOBER | US OCTOBER | JAPAN TBA

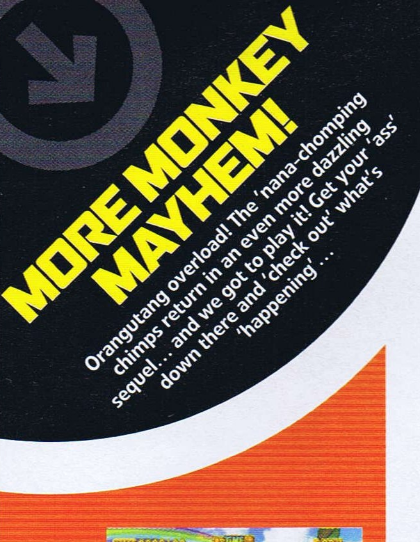
WHAT WE WANT TO SEE INCLUDED

- Some more types of tiles and textures in the map editor – it's only so we can recreate the Facility level from *GoldenEye*…
- Loads of different mission types and objectives and multiple routes through each level. We want it to feel 'free'.
- A multiplayer experience that is fully customisable, right down to the ability to balance weapon power as we please.

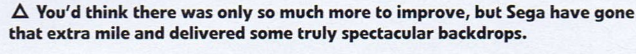
ANTICIPATION RATING



DR EDWARDS RECKONS… Paul says: "Time can be accurately told twice a day with a stopped clock to an infinitely small fraction of a second. You just need to, er, know the exact time to do it." (*What the hell…?* – Ed)







△ You'd think there was only so much more to improve, but Sega have gone that extra mile and delivered some truly spectacular backdrops.



△ The new levels are bewildering – and they're tougher than ever.





THE KNOWLEDGE

- All-new story mode helps beef up the single-player mode.
- Improved super-tricky courses that have been specially designed to bend, ripple, buckle and frustrate. Bring 'em on.
- New four-player minigames, including Monkey football and Monkey tennis, bringing the total up to a whopping 12.
- Improved backgrounds and visuals, all of them running at a constantly beeyootiful 60fps.
- The same intuitive, analogue-only control system and hyper-addictive gameplay.
- Apparently some jazzed-up versions of the original maps will also be available to play.

THIS LOT ALSO DID…

- **Super Monkey Ball (NGC/67)** Still played religiously by the whole team even now.
- **Crazy Taxi (NGC/67)** Great arcade driver that's showing its age.

SUPER MONKEY BALL 2

Chimpions of the world… Sega unleash the super-sequel to everyone's favourite ape game!





So, did you have a good three months with the old *Monkey Ball*, then? How are you finding it? Managed to blast through the Expert Mode, have you? Well done. How about the Master Mode? Pretty tough, eh? Well, you can stop that now. Sega are all set to up the ante, expand on the insanity and, incredibly, boost the difficulty beyond your wildest dreams.

Yup, you guessed it – *Super Monkey Ball 2* is going to make the first instalment look like a doddle, with a further 150 floors to test out your monkey-rolling skills. Unlike the first game, though, *SMB2* doesn't start you off with a super-easy ride. This time you'll be thrown into the thick of things, with the 'upgrades' making themselves apparent from the minute you start playing.

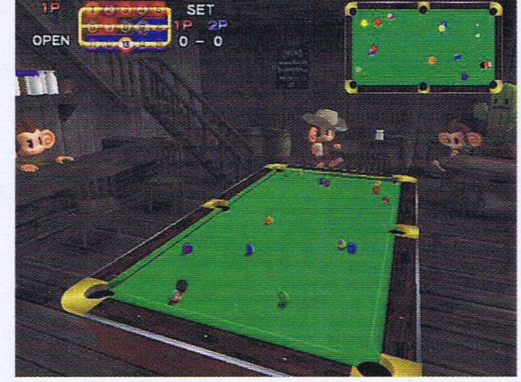
So what's new then? Well, the basic premise remains the same (why mess with perfection?), with you using the analogue stick to tilt the floor to roll your monkey. Once again, the party ball at the end of the run is your goal, but getting there is far more complicated this time – the main reason being that, since the first game, Sega have made the levels far more dynamic. There's now a lot more in the way of secondary obstacles to tackle as well as more complicated floorscapes to navigate. The floors themselves can ripple, fold,



TWEAKED!



All the original minigames have been vastly improved. Golf has now expanded into massive courses rather than pitch and putt greens; Monkey Target can now be played simultaneously without the 'Wheel of Death'; Monkey Fight has more arenas, which are now more interactive; and Monkey Race has more tracks and monkeys.



△ Team favourites like Monkey Billiards have undergone a reworking both visually and in terms of game physics.



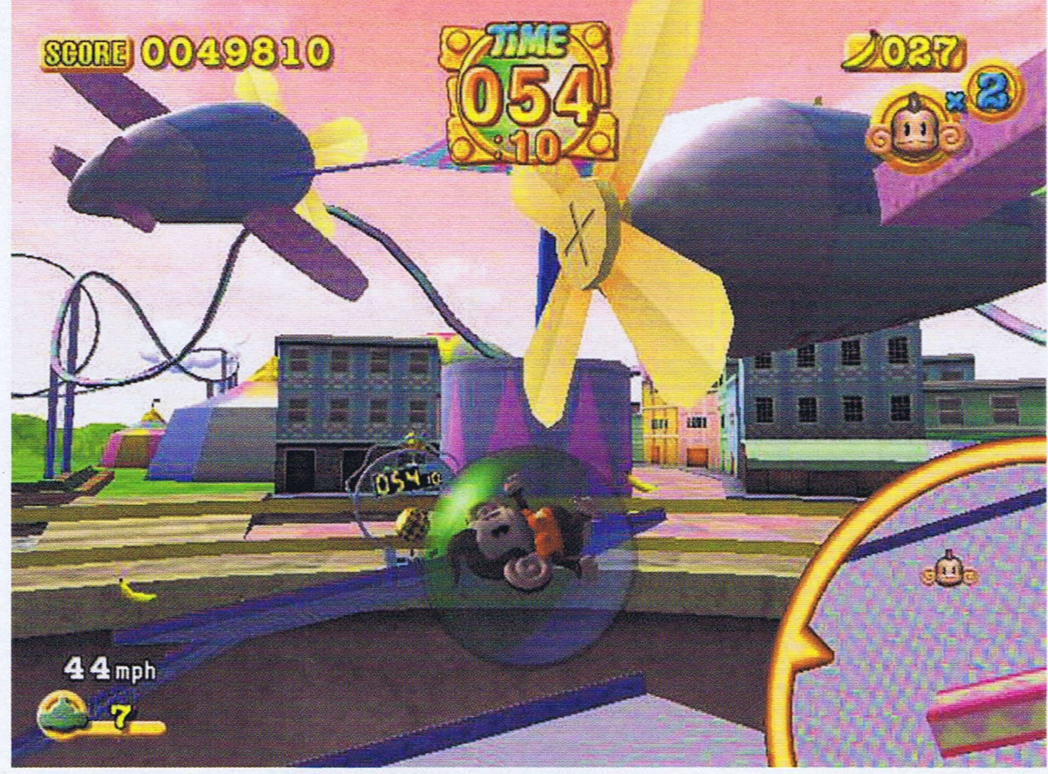
△ There's also a clutch of all-new minigames to get to grips with, including the highly addictive Monkey Soccer.



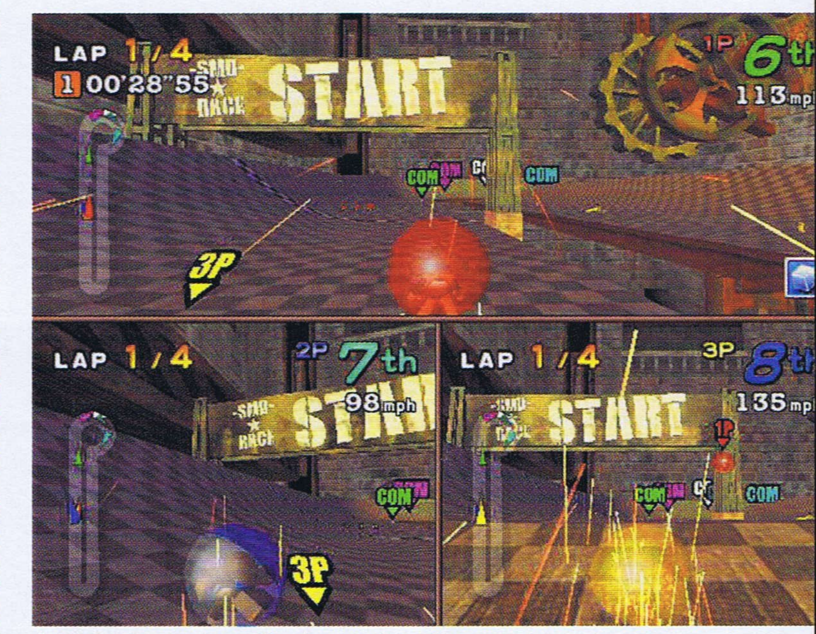
△ Monkey Fight! Get down and dirty.



△ Hit the sides and this box expands.



△ The new levels are completely insane, with mental, constantly moving backgrounds that distract you at every turn.



△ Monkey Race was great first time round, but there weren't enough tracks or opponents to race against. This, as you can see, has been now been sorted out.



△ Ai Ai is back along with the rest of the gang in an all-new story mode.



△ Far and away the best of the new games, Rafting is an absolute delight.



△ Get three mates round and you'll never tire of the game's extra modes.

expand, wave, undulate, roll and bend into every conceivable configuration, and all without a hint of slowdown. In one level we encountered at E3, for example, we had to navigate a treacherously thin spiralling pathway. At intervals along the path there were different heights and gradients of ramp that had to be negotiated (and subsequently landed from). This in itself was fairly taxing, but just to pickle our brains up even further, there was the threat of a constantly rotating oar that, as you reached the apex of each ramp, spanked your monkey ball into the deep-blue yonder of the stunning backdrops. Being the gluttons for punishment that we are, we simply had to try again, and again, and again. Even after being told to "behave reasonably with your time at each exhibit" by beaming Sega staff, the compulsion to boot someone off another booth around the corner was utterly maddening.

Still, those of you who have played the original don't need to be told how addictive it all is. What might interest you, however, is the staggering amount of new modes, minigames and options available. The single-player alone has undergone a huge revamp. Aside from just levels segregated into classes of difficulty, you now have the option to play a story mode, whereby you have to help your fellow monkeys get their 'nanas back after an evil monocled ape steals them from your village. To help you on your way, your monkey will now be able to empower himself with magic – although we haven't the faintest idea exactly how this will work. The minigames are also getting the overhaul treatment – as well as substantially tweaking the original games, there are now an extra six new ones to play with your mates. Monkey Rafting, Monkey Tennis, Monkey Shot, Monkey Soccer, Monkey Baseball and Monkey Dogfight all (even individually) promise countless hours of multiplayer mayhem and wildly different styles of play that will undoubtedly blow anything *Mario Party* has to offer into oblivion.



Now *this* is how you do a sequel. Firstly, the minigames have been vastly improved. What little there was wrong with the original ones has been sorted out and now they're pretty much perfect in every way. On top of that, there are now six more hilarious minigames to keep you up until the wee hours. The single-player has also been given more substance with the introduction of the story mode, while the courses themselves are more imaginative and taxing than ever before. The final jewel in the crown is the fact that it looks absolutely stunning. The backgrounds are even more vibrant and dynamic, while the action remains super-smooth at all times – even in four-player split-screen. You mark our words, this is going to be simply incredible.



UK XMAS | US NOV | JAPAN OCT

WHAT WE WANT TO SEE INCLUDED

- The option to customise your monkey would be brilliant, allowing you to set its weight, colour, speed and manoeuvrability.
- A custom map option would round this off a treat. Imagine making your own super-tough courses and then challenging your mates on them.
- A co-operative mode, where you have to work together to finish some of the maps.

ANTICIPATION RATING







SIX PAGES OF NEW SHOTS!

It's scare in the community as we take to *Resident Evil Zero* in this massive six-page exclusive! Want to see new shots and get new info? You've come to the right place…

THE KNOWLEDGE

- **New *Resident Evil*, exclusive to Gamecube, set before the original game (which scored a massive 93% in NGC/68).**
- **Drop items anywhere you fancy and come back later.**
- **For the first time, reveals the origins and sinister back story of Umbrella Corp, the company responsible for *Resident Evil's* zombie-making T-Virus.**
- **Introduces two new playable characters: S.T.A.R.S. cop Rebecca Chambers and nutball prison escapee Billy Cohen.**
- **New locations, including an express train, as well as all-new parts of the famous mansion to explore. Woooo! Woooooooooo!**
- **New boss characters galore.**

THIS LOT ALSO DID…

- **Resident Evil (NGC/68)**
  Brilliant Gamecube update for the gloriously bloody original.
- **Resident Evil 2 (NGC/36)**
  Top N64 port. The imminent GC version will be even better.





△ Zombies will lurch out at you from all manner of clever hiding places.

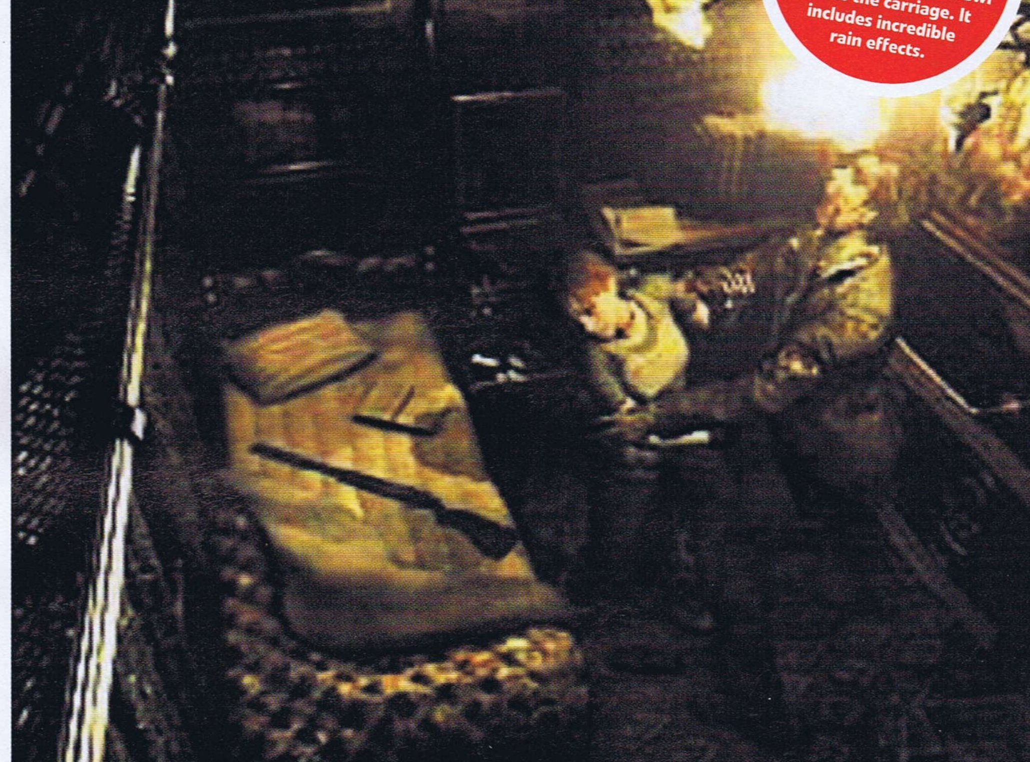


△ Look at the detail in the locations, even down to the broken glass. Mmm.



TRAIN OF FRAUGHT

In one section, Rebecca actually scales the roof of the train in order to crawl across the carriage. It includes incredible rain effects.



△ The zombies won't hang around in attempting to remove your vital organs. Must… reach… the… shotgun…

RESIDENT EVIL ZERO

It's exclusive to Gamecube. It's the scariest *Resi* yet. And we've got it first. Read on…



There's a bit in *Resident Evil Zero* at the start of the game – where you're moving through a seemingly empty train carriage – that perfectly sums up why the series is so consistently brilliant.

The carriage is empty, you see, but you're still *absolutely terrified.* The light coming through the windows is strobe-like, sending the carriage into dark, then back out again, dark, then back out again; the sound of the train is rhythmic and quiet – the longer it goes on, the less you seem to notice it until, eventually, you realise that you might not be noticing it because it's no longer there, replaced by a nasty little noise, distant and frightening, that sounds like whispering. Maybe it's just the train – or maybe it's not.

You slowly shuffle forward, aware of the whisper, and the further away from the camera you get, the more vulnerable you suddenly appear, until, at the very end of the carriage, you look small and child-like. And this is where it gets *really* good: you just know that something is going to jump out on you from behind one of the seats – you just don't know when.

> **"YOU KNOW SOMETHING IS GOING TO JUMP OUT ON YOU… YOU JUST DON'T KNOW WHEN"**

Eventually you find out. You wait and wait and wait, and finally decide to go to open the door and – BLAM! – a zombie leaps from behind one of the seats, clamping its teeth onto your neck and you're so busy waiting for your heart to start again that you can barely find the energy to fire.

Moments like this could only happen in *Resident Evil.* It's still the only game we've ever played that has *genuinely* scared the living jiminy out

DID YOU KNOW? Zombification actually originated on the Caribbean island of Haiti, where deceased loved ones were brought back to life by a 'bokor', or witch doctor, using spells and potions. The idea was to use them as slaves. Sounds like a plan.



△ The improved character-select, where you can swap at will, means *Zero* offers you a much fairer stab at survival.

△ Two's company, three's a crowd: give *Zero*'s all-new super-zombies an inch and they'll take a mile… a mile of your intestines, that is. Ha! Urgh.

of us, and the latest in the series, prequel *Zero*, isn't about to stop. The overwhelming feeling of dread is incredible: when people complain about the fixed camera angles, they are clearly missing the point – it's all part of the plan. If the camera was free-roaming, there simply wouldn't be as many scares. In fact, it could be argued that even the ancient and out-dated rotational controls and slow door animations make up a significant and hugely important part of the *Resi* experience: getting away from zombies is that much harder when you're having to contend with turning your character before they can run, while if the doors were given the boot, the feeling of each separate room being a new and even scarier challenge would surely diminish.

BLOOD!

There's plenty of claret in *Resi Zero* – in fact, this could be the bloodiest outing yet. As well as the normal splatterings of red stuff when the undead chomp down on your neck and legs, there's also added guts when you fill zombies full of lead – as well as bigger boss characters, which naturally means – when they die – bigger, gorier death scenes. You're going to love it.

TWO-ERFYING

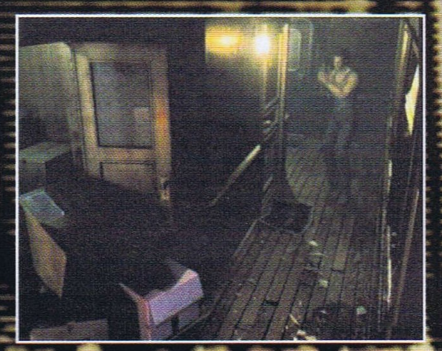
So, much of what has made the *Resi* games such a success over the past five years or so is still in place. But *Zero* isn't merely the same adventure with a new, and important, part of the story bolted on. Far from it. There are important gameplay innovations too, not least in the shape of the twin-character experience. Switching at will between inexperienced S.T.A.R.S. agent Rebecca Chambers and convict Billy Cohen offers a unique viewpoint on proceedings. It works like this: X switches between characters, and tapping Z forces the CPU to take *control* of the other player, and you can then proceed in teams, commanding your computer buddy to stand by or attack. It works brilliantly, injecting the standard *Resi* gameplay with a welcome new dimension. But this dual battling isn't the main reason for the change – it has much more to do with puzzles, and how they are tackled. Although many of the brain-taxers featured in the final version of the game weren't quite ready to be shown, the impact the

TURN OVER
Take a deep breath and get your first look at the opening sections of *Resi Zero* in our exclusive walkthrough…

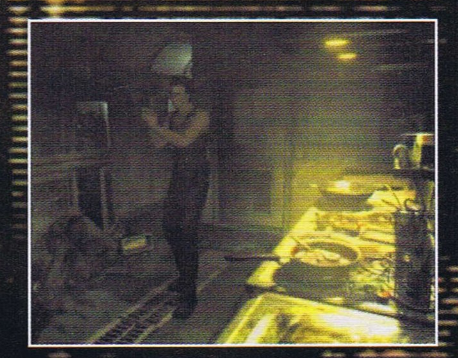
THIRST CLASS

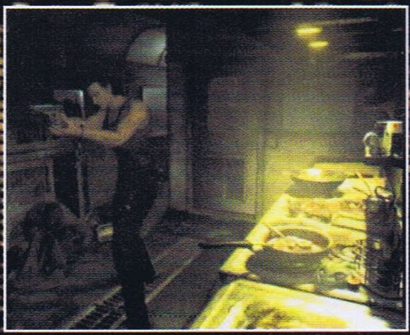
They're not happy waiting for trolley service – they want your brains now! Grab our hand, but don't close your eyes, as we guide you through one of *Resident Evil Zero*'s standout moments.









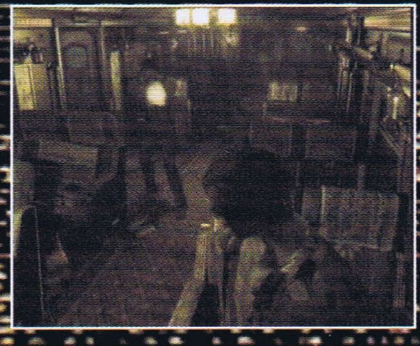


CALL FOR BACKUP

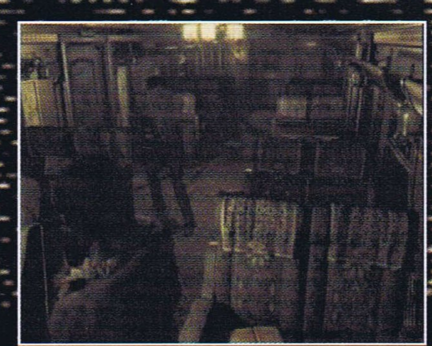
The intricately designed areas will be the least important part of the scenery when you reach a stage like this: here Billy comes into contact with the first of the zombies. Back the other way is a dead end; past the zombie is the next carriage, and maybe, just maybe safety. Or – mwaha – maybe not. First of all, though, you have to take care of this unruly passenger. WITH A GUN.











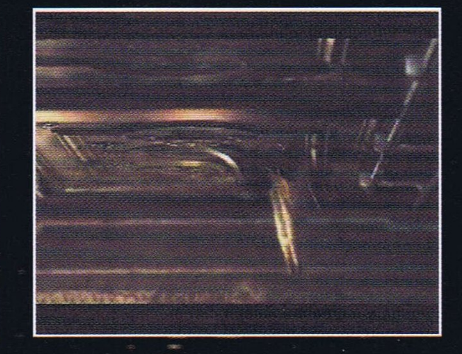
IN THE DETAIL

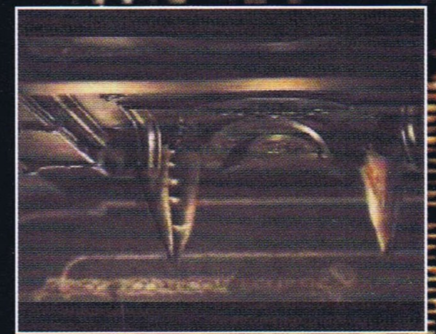
Many areas inside the train look very similar: don't be fooled. Each carriage is slightly different from the last, with minor detail acting as signposting. For example, in the carriage on the left, you can see window blinds running above the glass all the way down. In the picture on the right, the blinds are gone, replaced by differently kitted-out seats. Very clever indeed.

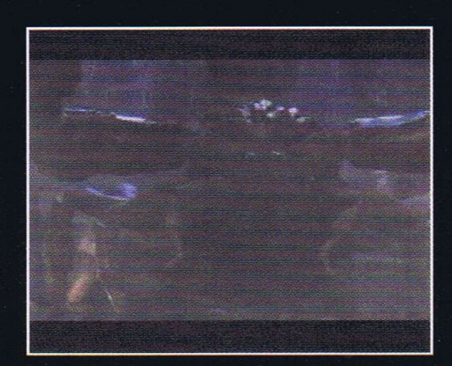


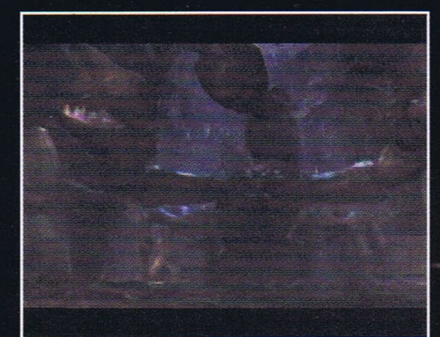
BEAST... WELL BEAST

Resi has always had its fair share of stomach-mashing boss characters, but the following beauty really takes the biscuit. After tearing its way through the ceiling of the train, you're faced with the frankly knicker-wetting prospect of this giant scorpion thing, a monster so hideous it'll be difficult to look at it let alone try to shoot down. Get ready to shiver…









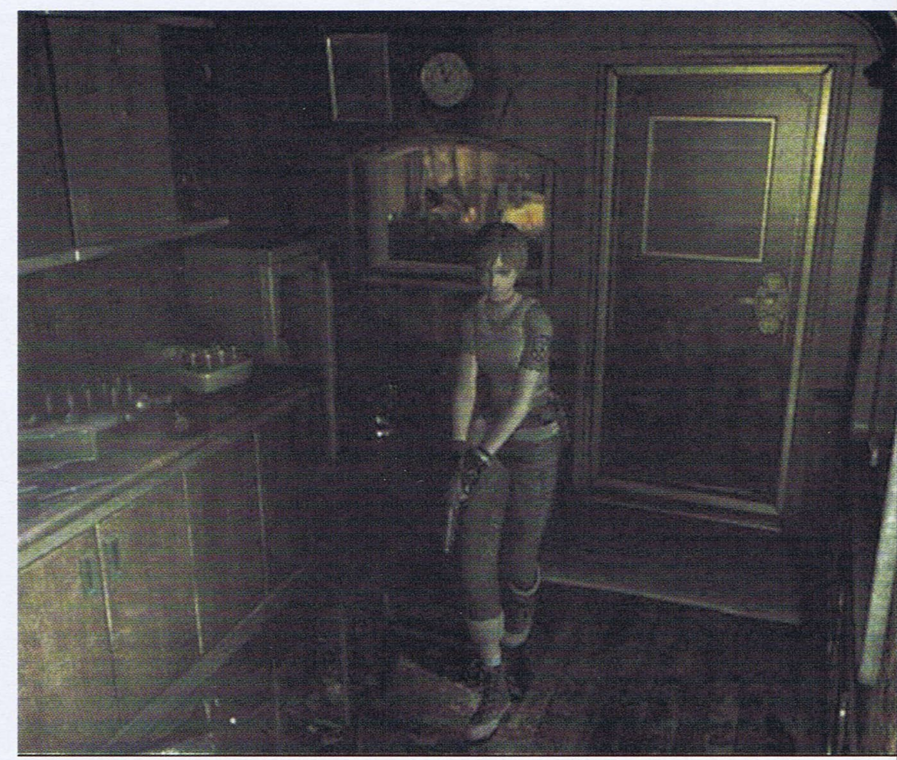






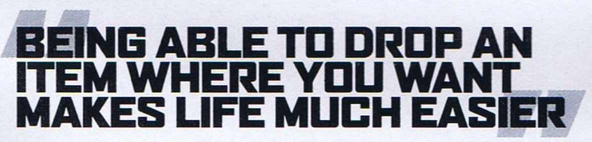


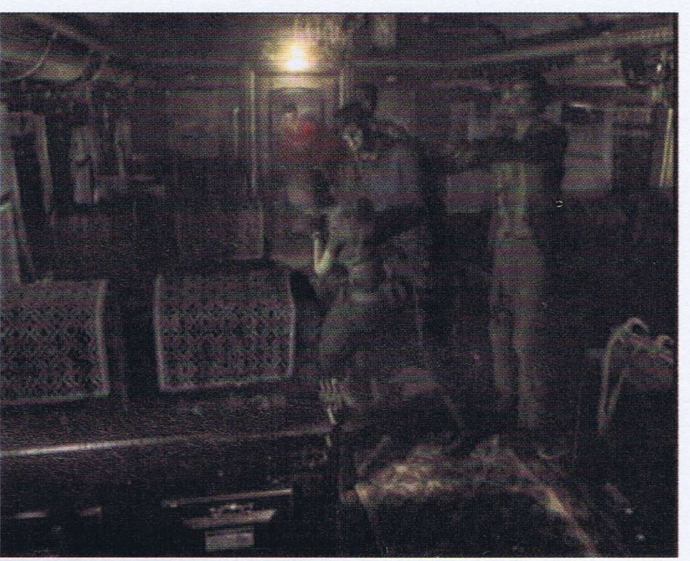




△ The only possible downside could be the lack of locations. Will the train be able to sustain the tension and frights within such a confined space?







△ Rebecca Chambers. On her own. Better hope she's got plenty of ammo.





change in character dynamic has had is obvious. Puzzles are no longer just about finding endless keys for doors that are miles away from where you need to be, or about pushing statues onto blocks to open passageways – though that is still part of the game – but are also about intelligent, eventful problem-solving. For example, once you're back inside the mansion, progression is often made by having one character zip to the other side of the house, and the other to the, er, other. Some sections look to involve pulley systems, with one of your protagonists at the top and the other at the bottom. These are very simple examples, plainly, but Capcom are promising some devilish teasers for later on in the game.

DOORS!

The train actually works in a very similar fashion to *Resi's* more traditional mansions: each part of the location is segmented by doors and – to move from one room to the other requires bypassing a slow-moving door animation. Yep, it's still intact in *Zero* despite the fact that the Gamecube runs at twice the speed of sound. Ah, well.

WE'RE AN ITEM

The other big change is in item management. Being able to drop items where you are and then come back to them – instead of having to find those ruddy voodoo chests – initially seems to make life much easier. After all, you can now drop some herbs somewhere and use them when you feel you need them, not when you finally manage to work your way back to the chest. *Resi* has always been a tricky game and having to re-

RESI FACT!
***Zero* includes the Type C control method from the reworked first *Resi* which gives you running abilities via R and movement on the stick.**

"Most important is how it plays – and *Zero* plays brilliantly"

FLESH AND BLOOD
As always, shuffling hordes of undead foot soldiers will provide home for your ammunition. They're still pretty dumb, but – like the re-made Resident Evil *(reviewed next month) – they're also likely to find themselves bestowed with the ability to run in certain circumstances. Indeed, this will be heavily played-upon in* Zero*: having to leg it away from sprinting zombies in the first game was a terrifying business.*

LOCATION SHOOT
Resident Evil Zero's story is still very much under wraps inside Capcom, but the locations give a clue as to how things might pan out: the opening levels are set aboard a train, where S.T.A.R.S. agent Rebecca Chambers, along with two other officers, is sent to investigate. Then, proceedings shift to the house – the house from the first game. During that time, the origins of the virus – and more – are unveiled.

CONTROLS
Like the reworked original Resi, you can perform quick turns by pushing Down and B, bring up your weapon with R, and fire it with B. You can also cycle through up-and-coming zombie targets using L.

PLAYER SELECT
There are two playable characters in Zero: this lovely lady, Rebecca Chambers, and escaped convict Billy Cohen, who turns up on the train.

LOOKS COULD KILL
Zero looks even better than Resident Evil*, with improved textures and gorgeous real-time lighting – the train sections have to be seen to be believed. The throwaway detail is incredible too, right down to these smashed plates on the floor.*



trace you steps through a level while holding on to the last drops of life was a frustrating task in previous outings.

Not so now.

Or, so you might think. As you rapidly discover, item placement isn't haphazard or random – you actually have to think about where you place your possessions before you drop them. Certain areas become infested with undead. Put an item down in the wrong place and, when you come back to get it, you're suddenly having to wade through hordes of bloodthirsty gut-munchers. And they really hang on in *Zero*: a quick wriggle doesn't free you – you have to ram your fingers into the pad for ages until the leeches finally give up.

STORYVILLE

One key element Capcom are very keen to keep under wraps is the story. If you didn't know, *Zero* is a real capture for Gamecube not only because it's exclusive to Nintendo's machine – although that's obviously a huge bonus – but because it's a prequel to the other *Resident Evils*, finally offering an explanation as to, a) how the mysterious Umbrella Corp turned the world's population into slavering zombies (and why), and, b) what happened to the S.T.A.R.S. team slaughtered at the beginning of the first *Resident Evil*. (Have a gander at **NGC**/68 for the full rundown on what we know so far about that.)

"ZERO IS LIKELY TO GIVE US THE FIRST LOOK AT WHO UMBRELLA ARE – AND WHAT THEY DID..."

Furthermore, *Zero* is likely to give us the first look at *who* Umbrella are – and maybe, just maybe, a little look inside their HQ. (What's the betting it doesn't look anything like it does in the rubbish *Resi* film?) Additionally, while things get complicated when you start talking sequels and prequels, it's worth pointing out that Billy Cohen is nowhere to be seen in any of the other *Resis* – so does he bite the big one in this episode? And, if so, what impact does that have on the way you control the characters?

BETTER THAN EVER

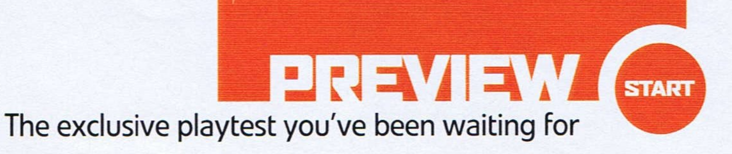
So, how good is *Zero* going to be? It's a tricky question. From what we've seen already, it's obvious that this has a lot going for it, beyond the new gameplay additions. It's *beautifully*



DID YOU KNOW? The first-ever zombie film was the 1932 classic White Zombie. Since then the world has been granted the brilliance of, er, Zombies of the Stratosphere; Zombie 90: Extreme Pestilence; They Saved Hitler's Brain; Dead Men Don't Die and Gore Whore.

TERROR TIMES TEN

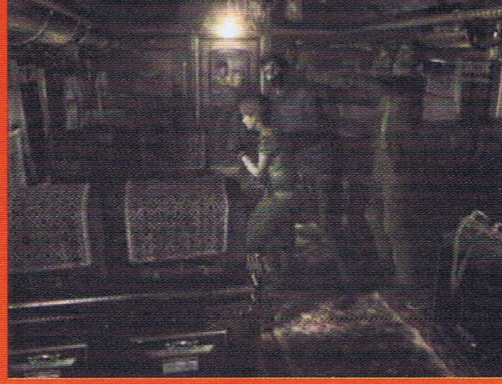
The lowdown on what's new in *Resi Zero*...



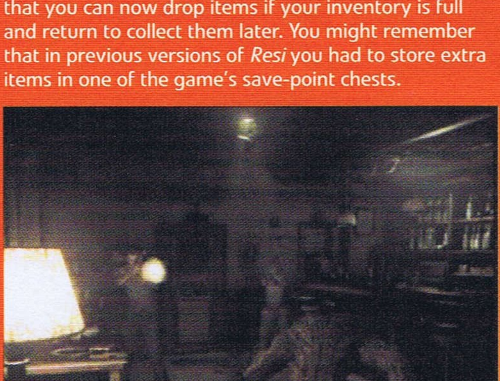
The exclusive playtest you've been waiting for



■ One of the two biggest changes for *Zero* is the fact that you can now drop items if your inventory is full and return to collect them later. You might remember that in previous versions of *Resi* you had to store extra items in one of the game's save-point chests.



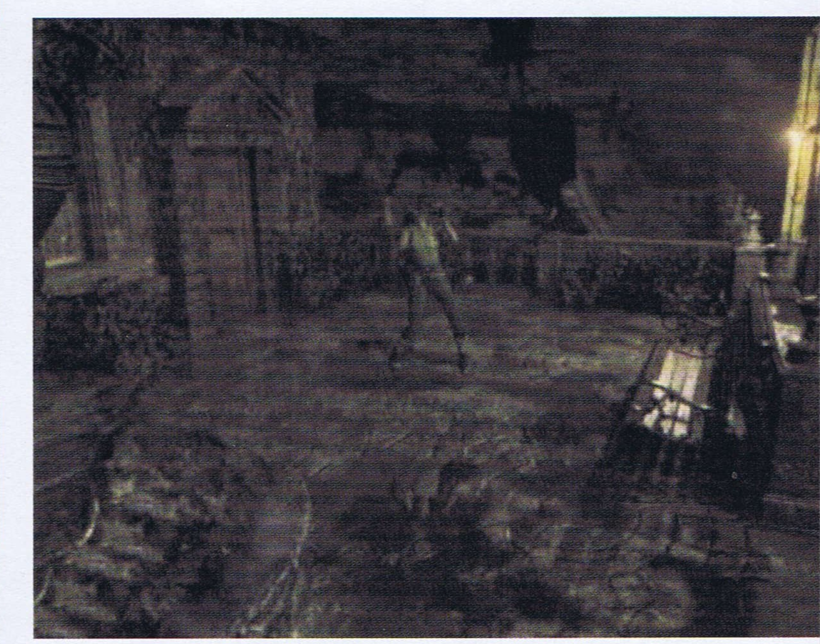
■ The second significant change is the opportunity to switch between characters at any time. In most *Resi* games there's the opportunity to play as one of two characters, but at no time before have you been able to make the change when you've wanted.



■ Newer, deadlier enemies. Zombies, naturally, make up a huge part of the *Zero* experience, but there's also a wealth of even deadlier foes – foes affected to an even greater degree by Umbrella Corps' dabblings. Just look at this Licker-a-like for all the evidence you need.



■ As the game progresses, you'll also get to see even more of the mansion. Never-before-seen areas will be opened up for exploration while you'll also be able to retread creaky boards from the first games. Creepy looking crows will watch you from dark corners too.



△ *Zero*'s killer crows give Rebecca the bird. The bird! You know... as in... oh well.





△ Have it! Billy unloads a couple of clips, while 'Becs takes a look around.



△ The devil dogs are back – and they still bite! Note the worryingly positioned 'dead' person slumped at the back, too.

CAMERA!



Once again, you're looking at the action in *Zero* from a fixed camera and, once again, it will provide less-than-optimum angles for zombie viewing. Of course, that's the point: watching zombies appear from the edges of screens and chomp down is part of the fun. And you'll be pleased to hear there are some terrifying surprises.

gory, full of top-class scares, and includes some delicious new locales; perhaps some of the best we've seen yet on the Gamecube. In fact, that's certainly one area where *Zero* excels: the lighting is immaculate, while the finer detail is even better, even down to the patterns on the seats in the train. It's obvious Capcom have spent hours building the surroundings up.

PLAYS A BLINDER

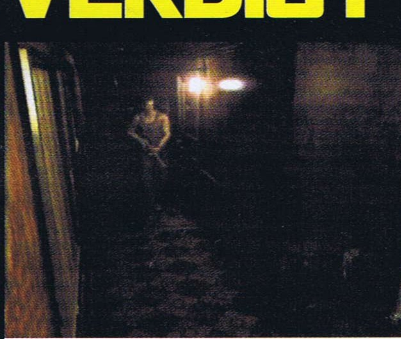
More important, though, is how it plays – and *Zero* plays brilliantly. The atmosphere is remarkable, so thick with terror that it might just be the scariest game ever made. The sense of urgency it pushes is unmatched.

Set-piece follows set-piece – even when you're dealing with something as simple as a walk through an empty carriage. You know what the game has done to you before, and you know it's going to do it again – but can you guess how or from where, or *what it will be*? Yep – don't just expect zombies this time round. If you liked The Licker in *Resi 2*, you're going to love some of the foes on offer here.

Okay, so maybe *Zero* isn't perfect, but when you see some of the things it's attempting to do, you can't help but stand back and admire the work being done at Capcom. The only disappointment is that UK horror fans have to wait so long. More soon.

NGC VERDICT

First off, *Zero* isn't a revolution. If you're expecting a game that takes the *Resi* series to brave, new places, this isn't it. Much of what's on offer has been seen and screamed at before. There's the rotational controls, the fixed camera, the doors, the item management – and it's visually very, very dark. So much so that, at points, you have difficulty seeing what's going on. But, what *Zero is*, is a game *stashed* with standout moments – moments so good you're crushed when they're finally over. We played it for a good while, and we jumped out of our skin at least five times, and sat back in awe at what Capcom had created visually just about every couple of minutes. *Zero* is more of the same, but it's bigger and better than ever. You'll love a bit of it.



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WHAT WE WANT TO SEE INCLUDED

■ More boss characters like the one on page 16. The way that one is introduced is simply breathtaking. And blinking scary.
■ More inventive puzzles, less searching for keys and ammo – especially now that there are two characters to control.
■ More guts. You've got plenty of the red stuff in *Zero* already, but no one's going to moan if there's a bit more stuffed in.

ANTICIPATION RATING










THE KNOWLEDGE

- Two-character shooter where both characters are on screen at the same time, all the time.
- Choose from single-player or co-operative modes: when only one of you is playing, the CPU takes up duties on the other.
- Play as either law-abiding Sheriff Fortman, or convict nutcase Valdez. Whaddachoice.

THIS LOT ALSO DID...

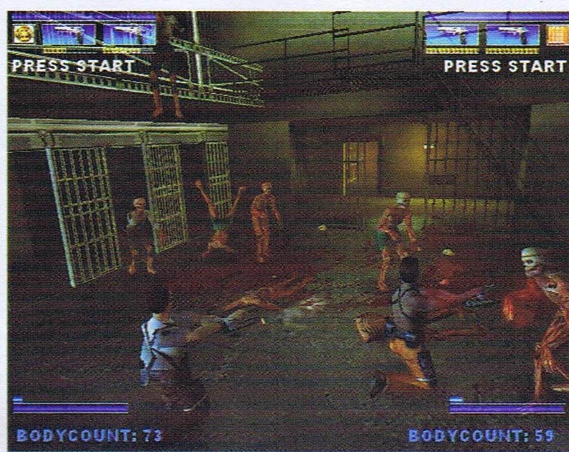
- **Wild Wild Racing (PlayStation 2)**
Neat, tidy, but flawed, buggy racing game that arrived on PS2 launch day over here.



△ There's plenty of guns on offer – have a look across the top of the screen to choose.



△ At the moment, only the prison sections have really been seen. They're pretty bloody.



△ Nice kneeling action. Each of the characters have moves modelled on John Woo movies, including the ability to fire a gun side-on.



△ Body count scores (bottom left and right) will probably open up secret areas and extras.



△ Blood gets everywhere when you wheel out the heavy artillery.

TWIN CALIBER

Spill guts, remove heads, serve the public trust…

On an interesting twist on the norm, *Twin Caliber* offers you the chance to play co-operative mode *all the time*. Yep, even if you can only muster the one of you, this blood-splattered evil-vanquishing gun game always has two players on screen, regardless – if you haven't got a second player, the CPU will take care of your bullet-smattering pal.

> **"PLAYERS CAN HOLD TWO GUNS AT THE SAME TIME – AND FIRE IN DIFFERENT DIRECTIONS"**

Sounds interesting. Sadly, little else is currently known about the Gamecube version of *Twin Caliber* beyond the fact that its characters have been blessed with the ability to hold two guns at the same time – and fire them in different directions.

N64 owners will recall *Shadowman* using a similar feature to great effect way back in **NGC**/32. If it's done half as well here it'll certainly make for tactical and frenzied battles, especially as, at points in the game, you'll be facing off against as many as eight or ten zombies – twin use of weapons such as pistols, shotguns, miniguns and TNT will be vital in ensuring the legions of the undead are sent back to whence they came.

We're intrigued to see how your two arms move independently in terms of controls – perhaps one arm could be assigned to the left analogue and the other to the C-stick, with the L and R triggers acting as, er, triggers.

So, *Twin Caliber* certainly *sounds* the part – but whether it can offer anything more than just stacks and stacks of violent killing remains to be seen. As ever, we'll give you more when we hear it.



NGC VERDICT

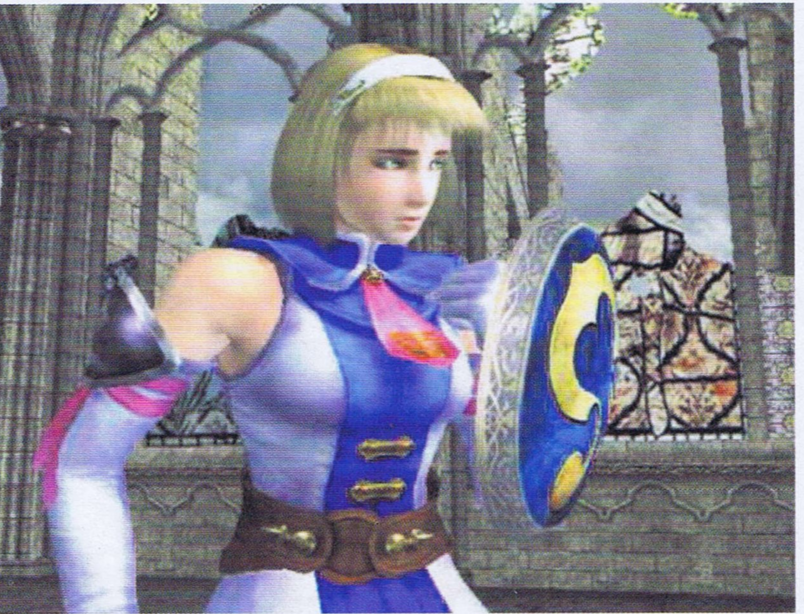
Not much is known about *Twin Caliber* in Gamecube form, but if the PS2 version is anything to go by, we'll certainly be in for some blood. We saw how well twin-action characters could work in *Shadowman* – if it's used similarly here, it could make all the difference when Rage find themselves up against other shooters like *Metroid* and *Turok*. Our only worry is that this may just turn out to be a straight PS2 conversion – let's hope for the inclusion of some Gamecube extras.

UK 2003 | US 2003 | JAPAN UNLIKELY

ANTICIPATION RATING: 3


△ Geraint actually sleeps in an outfit very much like this one.


△ There are no points for posing. It's part of the beat-'em-up ritual.


△ Authentic hair effects are among the game's advanced graphical tricks.


△ Not hugely different from the Dreamcast version, but still at the cutting edge of fighting-game visuals.

SOUL CALIBUR II

The long-awaited follow-up carves its way into the arcades as work on the Gamecube version continues…

Namco's stellar beat-'em-up sequel is now installed in some of the UK's larger arcades, and having fought several rounds of one-on-one recently we've got a stronger idea of how the Gamecube version will play.

Thankfully, it's very, very slick. The controls have been simplified to make ten-hit combos and eye-catching special moves more accessible to novice players, but experts will find that the deeper tactical play of the previous game is fully intact. The subtle parrying and counter-attacking system has been upgraded, thanks to an advanced 'motion-blending' animation technique that allows movements to be combined in real-time; the result is instant responsiveness and the ability to break seamlessly from one move to another. The graphics are extremely detailed, although not to such an extent that the Gamecube version will have to be stripped of any of the arcade machine's visual splendour. Because it runs on Namco's System 246 board (effectively a PlayStation 2 with tons of extra memory) rather than any super-powerful custom hardware, the only noticeable technical difference on the Gamecube will be the inclusion of a loading pause before starting each fight.

The Gamecube version will feature a large selection of additional modes and unlockable bonuses, and although most of these are being kept under wraps for the time being, the possible inclusion of Link as a playable character is an intriguing (if fairly unlikely) rumour. With or without Princess Zelda's favourite pixie-boy, *Soul Calibur II* looks set to be a fight that no martial arts fan will be able to walk away from.

THE KNOWLEDGE

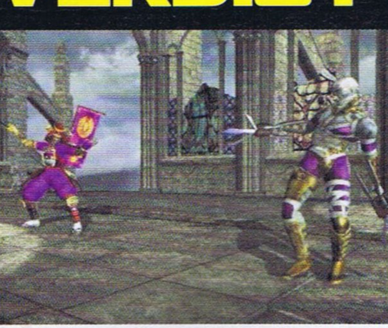
- Features interactive scenery around the arenas that can be used and abused to great effect.
- Special moves for battering opponents when they're stuck against a wall.
- Weapons-based combat with many fighting styles – each fighter has a different approach.
- The full sequel to the game, widely regarded as the best beat-'em-up ever.
- Stacks and stacks of moves.

THIS LOT ALSO DID...

- **Ridge Racer 64 (NGC/40)**
  Satisfying update of the classic arcade driving game.
- **Ms Pac-Man Maze Madness (NGC/48)**
  Lightweight puzzle action with Pac-Man's frightening missus.

NGC VERDICT

Having thoroughly enjoyed the older Dreamcast and PlayStation games in the series, we're hugely excited to find that this sequel is so similar to its predecessors. Apart from the increased speed and the new walled arenas, there are no major changes to the formula. A touch of inspiration would have been nice to see, but Namco have sensibly decided not to mess with the delicate balance and fighting style from the DC *Soul Calibur* – which still looks ahead of its time.

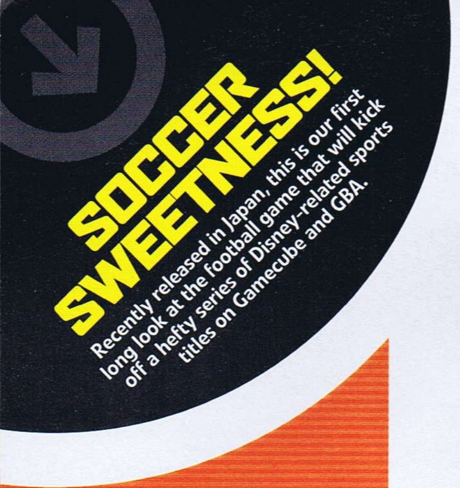


UK 2003 | US 2003 | JAPAN 2003

ANTICIPATION RATING



DID YOU KNOW? The first one-on-one beat-'em-up was Cinematronics' 1979 sword fighting arcade game *Warrior*.





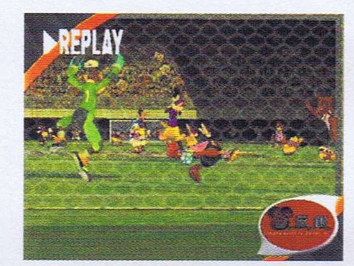
THE KNOWLEDGE

- Part of Konami's new Disney Sports series, which will eventually include just about every sport anyone has ever heard of – including octopush. Although that last one has yet to be confirmed.
- Guide Mickey and the Disney gang to footballing glory in a selection of real-world and fantasy stadiums.
- One 'big' Disney character per team means each team adds a bit of equality.
- Easy control system allows multiple moves to be accessed from just two main buttons.
- Buy upgrades to enhance your team's performance.
- Features Disney trading cards as an unlockable extras.

THIS LOT ALSO DID...

- **ISS 2 (NGC/68)**
A decent Gamecube debut for the daddy of football games.
- **Rave: The Groove Adventure (NGC/69)**
Manga-themed fighter.





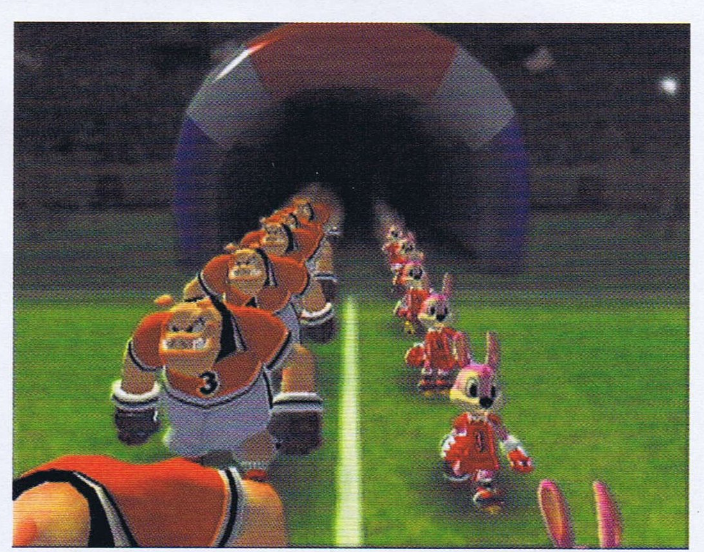
△ Replays kick in after every goal, showing a random camera angle.



△ The poor standard of refereeing means you can't really dribble the ball past defenders – they can just foul you without having to worry about getting sent off. The only way to slice through a defence is to pass the ball until you create an opening.



△ Daisy Duck slides a telling ball through the middle of the defence.



△ The teams are made up of identical animals, except for the star player.

DISNEY SPORTS

Mice for midfielders, jumpers for goalposts... Disney's menagerie meets Konami's football specialists.



We've always been curious as to why Nintendo have never made a Mario football game. After all, he turned in a series of international-standard performances in his recent tennis and golf outings on N64 and GB – leaving us in little doubt that the man would be a sporting giant.

Perhaps because football is one of the most difficult sports to simulate (bet you can't name more than a handful of great footie games) it's best left to the specialists. Konami are the only company with a decent track record in this field, but in the absence of Nintendo's characters they've come up with something fairly close to what we'd imagine a Mario football game to be like.

Disney Sports Soccer is a long way from the kind of football sims that have helped make Konami's name over the past few years. Even though it's a full 11-a-side affair, it plays more like the violent three-on-three *Sega Soccer Slam* (which we rated at a respectable 76 in **NGC**/68).

Simplified controls, power-ups and special moves are what *Disney Sports Soccer* is all about, as you guide a selection of toon favourites through tournaments and multiplayer modes. Each team is headed by a single character, who usually plays up-front, with the other players made up of identical cartoon animals. Any one of them can score, but the silkiest ball-control skills lie in the magic boots of the star player.

> **"SIMPLIFIED CONTROLS, POWER-UPS AND SPECIAL MOVES ARE WHAT THIS IS ALL ABOUT"**

Some, such as Minnie Mouse, are blessed with perfect control, while

Hands-on with Konami's latest football offering



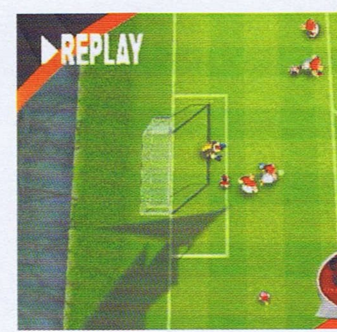
△ A free kick screams towards the goal, while the rooster defender ducks like the chicken he is.




△ A modest celebration after completing a hat-trick. Those are very big hands for such a small lady duck.



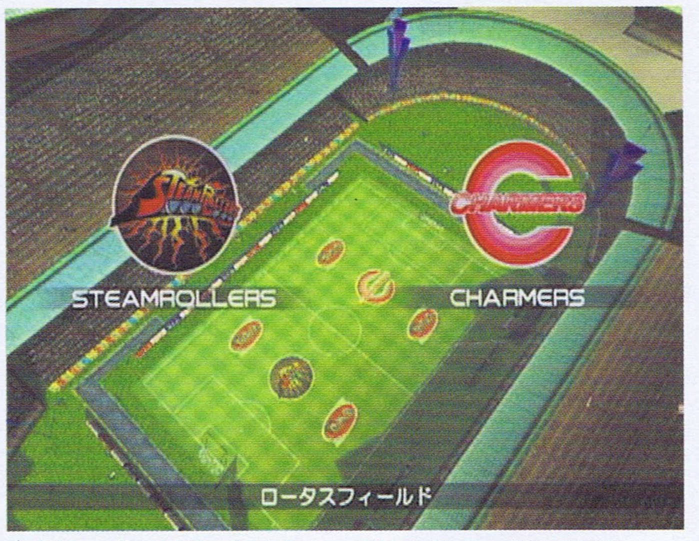
△ Anorexic dogs versus steroid-bloated chickens in the battle for midfield supremacy.



△ This overhead camera angle is for replays only.



△ Super striker Mickey Mouse slots another one home in a 5-0 demolition of Minnie's hapless team of fluffy pink creatures. She would have had better luck playing with Snow White's stunted mates.



△ Before each match there's a flyby tour of the stadium, a quick look at the players as they emerge from the tunnel, and the crucial toss of the coin.

SOCCER

MOUSE BOUND
Konami's Disney Sports series is currently set to feature basketball, skateboarding, American football and snowboarding, on GBA and Cube.

CHAMP!



There are some decent celebration animations to watch after every goal. First, a quick instant-replay kicks in, followed by a lingering shot of the players taunting the opposition, blushing with modesty, or presenting each other with diplomas of goal-scoring excellence, among many others.

others, like Donald Duck, are uncatchably fast. After winning a couple of tournaments, you'll also be able to unlock additional boots that bestow unstoppable shooting power or a variety of nifty special tricks on players such as Mickey and Goofy.

Disney Sports Soccer is a very basic football game (the pre-release Japanese version we played didn't even have an option to change the camera angle) but surprisingly good fun. With just two buttons for passing and shooting, the game's context-sensitive animation takes care of selecting the most appropriate moves. Pressing the A-button might result in a long pass, a shot, a header or a clearance, depending on the situation. It's idiot-proof football, with enough freedom to make it feel like you're mostly in full control of proceedings. More than in the average *FIFA* game, anyway.

Passing is very well handled, using the B-button to knock the ball directly to the best-placed player. The button can be held down to launch a chip over the top of the defence, tapped quickly to perform a backheel or short lay-off, or pressed several times to initiate a sweeping series of one-twos and cross-field passes.

After this game, perhaps the term 'Mickey Mouse football' will take on a less insulting meaning when yelled at your favourite club's manager.

NGC VERDICT

We definitely were not expecting to be impressed by a Disney football game, but this one does have a certain charm. We could imagine younger players really going for Mickey and Donald's brand of high-speed, knockabout soccer. There's room for improvement in certain aspects of the game, though. The referees, for instance, halt play after every foul but never punish the offender with a red card, so matches can easily degenerate into a stop-start sequence of crunching tackles and midfield free-kicks. There's also a little too much reliance on getting the ball up to your star player, although that may well change once the rest of the team have been kitted out with secret bonus boots and freaky special skills. This one might be interesting.



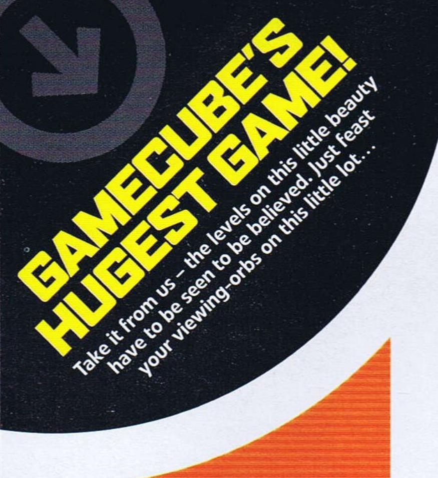
UK NOV | US TBA | JAPAN OUT NOW

WHAT WE WANT TO SEE INCLUDED

- A few additional stadiums for the European version. The Japanese version we looked at is filled with J-League-lookalike venues.
- The option to combine several of the famous characters in one or two superstar teams.
- A bit more one-player longevity than *Sega Soccer Slam*.

ANTICIPATION RATING







THE KNOWLEDGE

- **Five massive, brand-new maps to hare about in including Russia and Vietnam, divided into 30 sub-missions. Handy.**
- **Eight different vehicle types, including quad bikes, jeeps, miltary vehicles, an ATV, a rally car and even a hover bike.**
- **Fully-interactive locations, only now with added danger – minefields, avalanches, crossfire, you name it, you're going to have to deal with it.**
- **From Angel, the talented development house who converted *Resident Evil 2* for N64 and created but never finished *Buggie Boogie* for the N64's launch. Intriguing.**

THIS LOT ALSO DID…

- **Smuggler's Run (PS2)**

The first instalment – this time set around the Mexican and Canadian borders.



△ Nice spot for a picnic – if we had the time.



△ These quad bikes look like a great laugh.



△ The landscapes are vast – you can drive in a straight line for hours.



△ Angry rozzers will do their utmost to 'take' you 'down' – stick to the tracks to avoid them.



△ It's not just cops you're fleeing – other gangs want your 'ass', too.

SMUGGLER'S RUN WARZONES

Pretend to be Burt Reynolds in the Cube's latest crime caper…



Everyone knows drugs are bad, but Smokey and The Bandit never inspired anyone to wear ludicrous facial hair and drive a 'rig', so we can't see how Rockstar's latest law-breaking simulation will do us any harm.

Playing like a cross between *Crazy Taxi* and The Dukes of Hazzard, *Warzones* sees you in the shoes of a hard-drivin' Escobar high-tailing it over vast landscapes in buggies, quad bikes and souped-up stunt cars, attempting to offload your filthy gear before plod slaps you in wrist irons.

Like the previous incarnation on PS2, there's plenty of destruction and mayhem in the offing – although, as the title might suggest, this time round you've got tooled-up military types to deal with as well. Good job the vehicle roster now includes SUVs and – Jud's favourite – a tank, then.

Angel Studios have also taken advantage of Gamecube's beefier hardware to add 'enhancements' unavailable on PS2. The result is (even more) staggering draw distances, and a four-player mode, which comes in multiple flavours such as Fox and Hounds and Bomb Tag. The single-player has been pumped up too, seeing you not just shifting 'merchandise' across Vietnamese and Russian borders, but enacting escape-and-destroy missions and even doing in opposing hoodlums. Review soon.



The visuals are pretty, the enormous, multi-square-kilometre landscapes are stunning, and the multiplayer is a riot, but all the same, we can't help having some reservations about *Warzones*. Take away the gimmicks and you're left with *Vigilante 8* without the guns. The series has great potential, and given GC's improved hardware, there's real potential to add depth and strategy to the action – let's hope that potential is realised.



UK AUTUMN **US** NOW **JAPAN** TBA





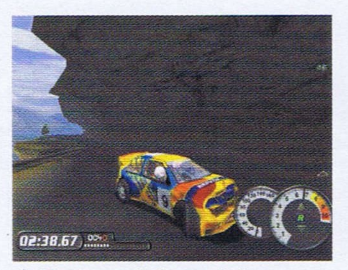





SCi screech into some serious GC-rally action



△ As usual for this type of game, colourful arrows pop up out of nowhere to help you navigate the twisty-turny circuits.



△ More crumpled, mangled, impossibly damaged cars – lovely!



△ Top detail ahoy on the skidding-round-corners front.



△ Hitting a tree head-on causes your lights to become damaged – just one of the many context-sensitive ways to damage all those expensive licensed cars in *Rally Championship*.

RALLY CHAMPIONSHIP

Rally kicks with a realistic touch…

When a game franchise manages to gross over forty million of our Queen's pounds, you get the inkling that it must be doing something right. And lo, that's just what SCi's impressive *Rally Championship* series has achieved on PlayStation and, before that, the PC.

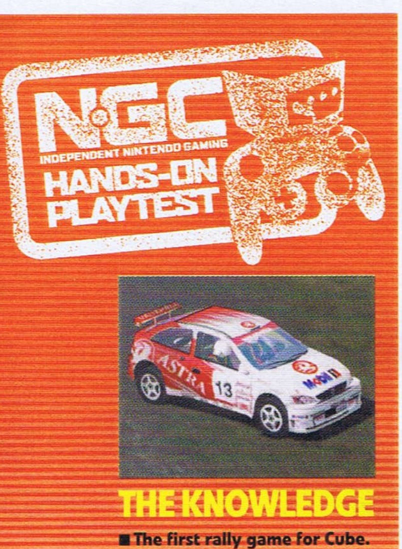
Giving you the opportunity to haul you and your co-driver's arses around the world in the quest for rallying perfection, the usual snow, rain and sunset weather conditions all raise their tried and tested heads. However, more innovative is the context-sensitive way in which your car takes a battering: hitting a tree head-on and crumpling the radiator will cause the vehicle to overheat – in any other circumstance it won't. Could be nice.

Even straight-up speed demons who usually shun the stop-start nature of rally titles are catered for with the inclusion of an arcade mode – just the thing for those times when you're not in the mood for a gruelling 24-stage worldwide championship.

Not that SCi are dumbing the game's mechanics down to appeal to the masses. Far from it in fact, as successful progress at the game will see you implementing professional driving techniques like the throttle-off-oversteer and the Scandinavian flick. Become better at the game and you open up bigger, better rewards.

Those that are sticklers for authenticity will be pleased to hear that *Rally Championship* features wholly accurate car models, including the Peugeot 206 class A8 and the Mitsubishi Evolution series of motors.

With no real competition – at least yet – *Rally Championship* should find itself in relatively calm waters as far as the rallying genre is concerned – and we'll have a review very soon.



THE KNOWLEDGE

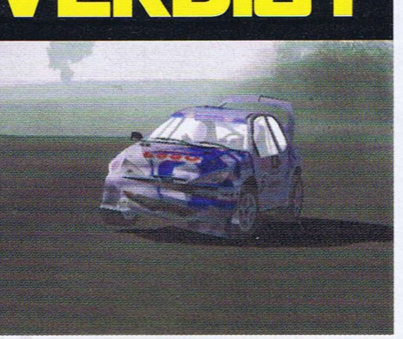
- The first rally game for Cube.
- Aims to keep things as realistic as possible, especially car-wise – there are 29 licensed racers.
- Over 24 stages to compete in, plus time-trial, arcade and two-, three- and four-player modes.
- Courses are set in Lapland, Finland, the USA, and the UK, and there's even a bonus safari course. With animals.

THIS LOT ALSO DID...

- **Carmageddon 64 (NGC/36)** They didn't developed it, but they published it. Utter crap.
- **Conflict Desert Storm (Xbox)** Impressive shooter that's likely to hit Gamecube next year.

NGC VERDICT

It may not be looking quite as slick and detailed as *Colin McRae Rally 3*, but rally games live or die by their handling, and it's in this area that *Rally Championship* may hold its trump card. Simply put, the use of pro-driving techniques in the game means that pixel-perfect cornering should be something that takes real skill and mastery to pull off – a hard task to achieve, but something that could be infinitely rewarding. We're looking forward to this.



UK	US	JAPAN
WINTER	WINTER	UNLIKELY

ANTICIPATION RATING





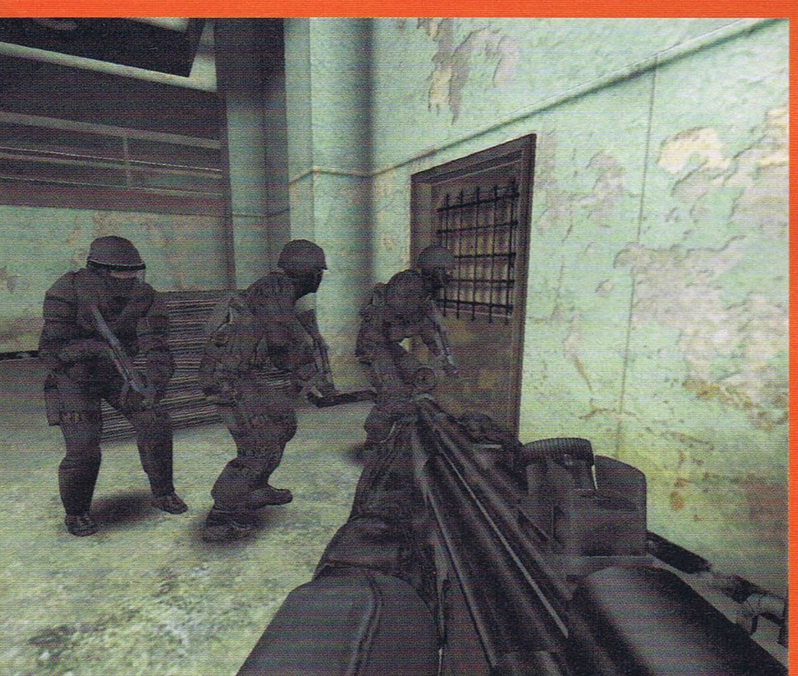

1 2 3 4 5

"*Raven Shield* will allow you to control weapons in first person"



RAVEN SHIELD

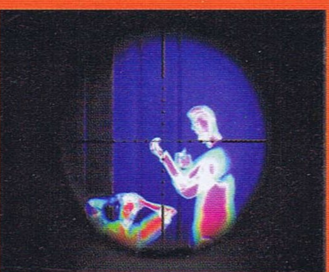
Tom Clancy's *Raven Shield*, that is.



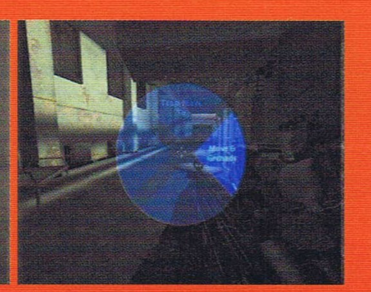
If you're confused about which Clancy game is which, don't worry – so are we. Every few weeks a new novel adaption or standalone spin-off is announced. The latest, *Raven Shield*, should be a lot easier to categorise, though – it's the official third outing in the largely superb *Rainbow Six* series.

Alongside *GoldenEye* and *Metal Gear Solid*, the *Rainbox Six* games helped shape the original stealth sim, placing massive emphasis on one-shot kills, surprise attacks and believable storylines. Importantly, it was also one of the first games to push pre-level tactical planning.

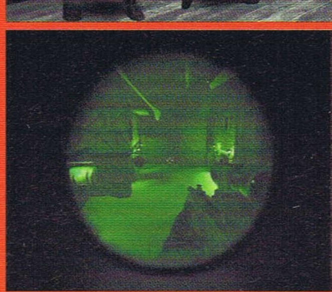
Raven Shield will offer all this across its 15 missions, as well as some intriguing new features, including a take on *Perfect Dark*'s Slayer, allowing you to control the game's weapons in a first-person mode. Additionally, there'll be new movement commands and game-affecting weather. ETA: 2003.

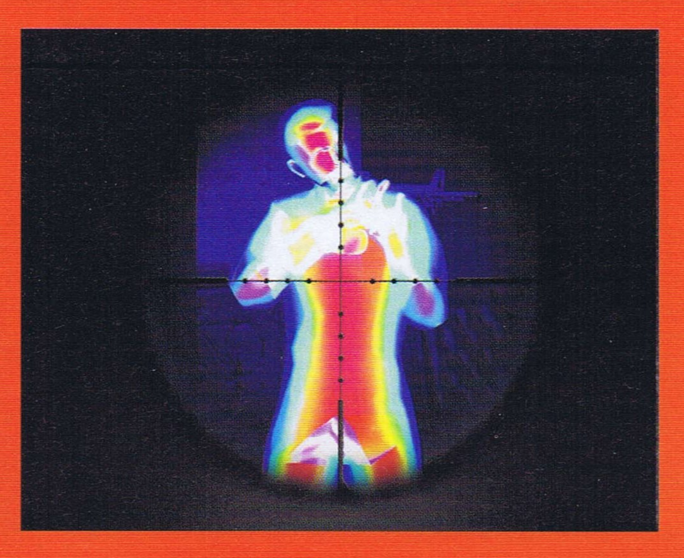






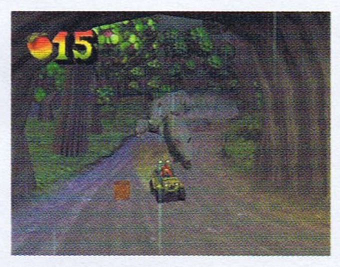




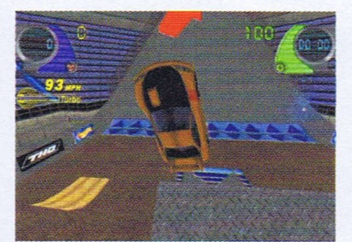


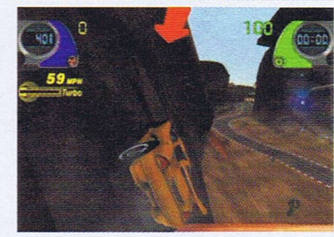


CRASH BANDICOOT



Here's one from leftfield: pseudo-3D platforming with the former Sony mascot. Ride minecarts, hunt hippos (?) and collect apples – might provide a few hours of entertainment. Might.





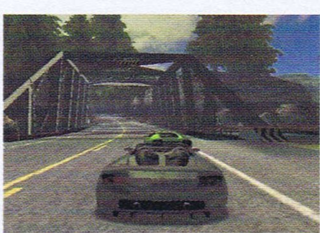
HOT WHEELS

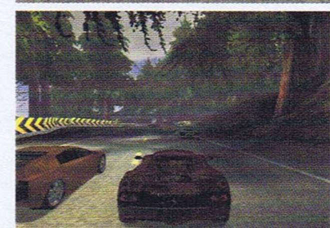
Was arcade game *San Francisco Rush 2049* your idea of racing heaven? Then this latest instalment in the *Hot Wheels* franchise might just be the ticket for you: belt your way around miniature tracks at face-reshaping speeds and, with the aid of ramps and crashes, reach the kind of heights normally reserved for aircraft.

And that's it.

Hot Wheels is hardly going to have the likes of *Ridge Racer*, *Colin McRae Rally 3* and *Burnout 2* rushing for cover any time soon, but it might offer an interesting little alternative – especially if you're in the need of something a little less serious.

NEED FOR SPEED HOT PURSUIT 2

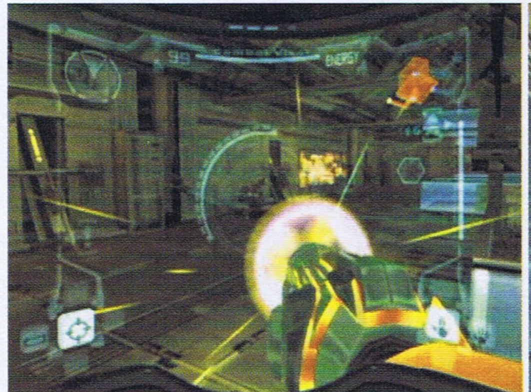




A decent-sized hit for EA on PSOne and PC, the *Need for Speed* series of games has always offered a solid enough racing experience, with the added bonus of offering real-life cars like Lamborghinis and Ferraris.

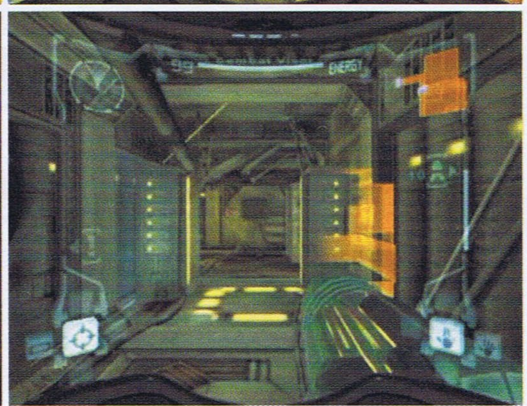
This new version, headed to Cube in the autumn, features 90 different scenarios, spread across the game's as-yet-unconfirmed number of tracks. The real rub with the *Need for Speed* games comes with the amount of mph you can muster – expect the speedo to touch the 200 mark easily.

We'll have a review for you soon.









METROID PRIME

We couldn't resist delivering you some brilliant new pictures. Yeah!



After our massive exposé last month, we felt a month off from *Metroid* was probably in order. Then we got our eyes round *even more* incredible new footage of the game in action and decided what was on offer was far too good to pass up.

So, here we are: more of the first part of the game, including further details of how the weapons work. Cast your eyes over to the left here and you'll notice that Samus' lasers – once stored up – actually produce a dazzling, never-before-seen effect: as the laser travels, it warps and distorts the environment around it! The effect works brilliantly, and its further evidence of developers Retro's minute attention to detail – although this feature has no impact on the way the game plays, it makes an incredible difference to the way the game feels.

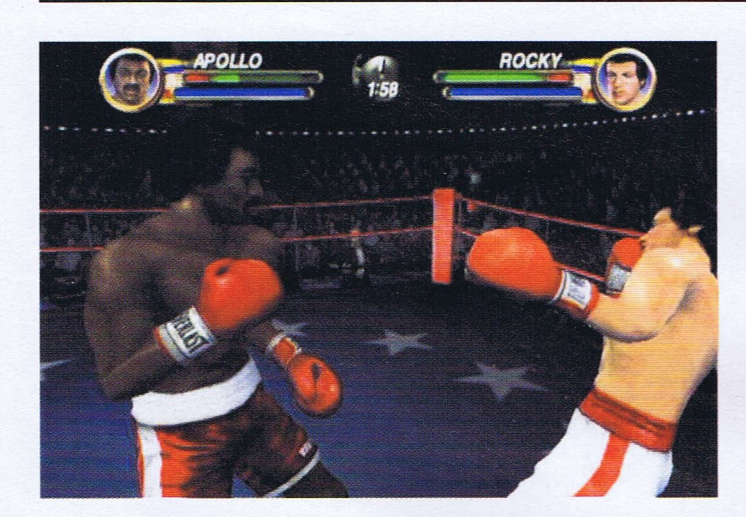
December, oh sweet December.



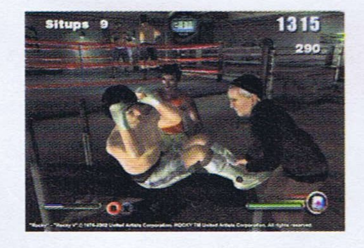
△ The heat from your weapon distorts the look of the level. Brilliant.



△ The attention to detail is stunning.



ROCKY



You know what we like most about this? You can play as Carl Weathers. And not only that: you can beat Sly Stallone's face in too. Yep, thanks to Liverpool developers Rage, you can train, fight and spar with all the greats from the films, including Mr T and Dolph Lundgren, in this digital incarnation of the classic Rocky films.

Previous boxing games have been largely parp, which is why *Rocky* has tried to introduce a more progressive, intuitive fighting system, placing emphasis on building and maintaining your fighter rather than all-out face-pummellage. We'll have more soon…



ROBOTECH BATTLECRY

Robots. Cel-shaded robots.

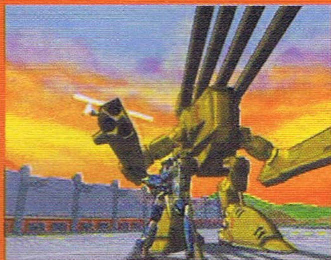


Don't worry – the only way in which this bears any resemblance to the excruciatingly awful *Robotech: Crystal Dreams* on N64 (a game so bad even its developer couldn't face finishing it) is in the first part of its name. In every other way, this is an improvement: 15 standard missions are backed up by 15 more 'non-linear' missions – tasks that need to be completed in your own time to gain access to the game's secret bits. Toss in impressive visuals and massive robots doing battle in a *Virtual On* stylee and this looks good.



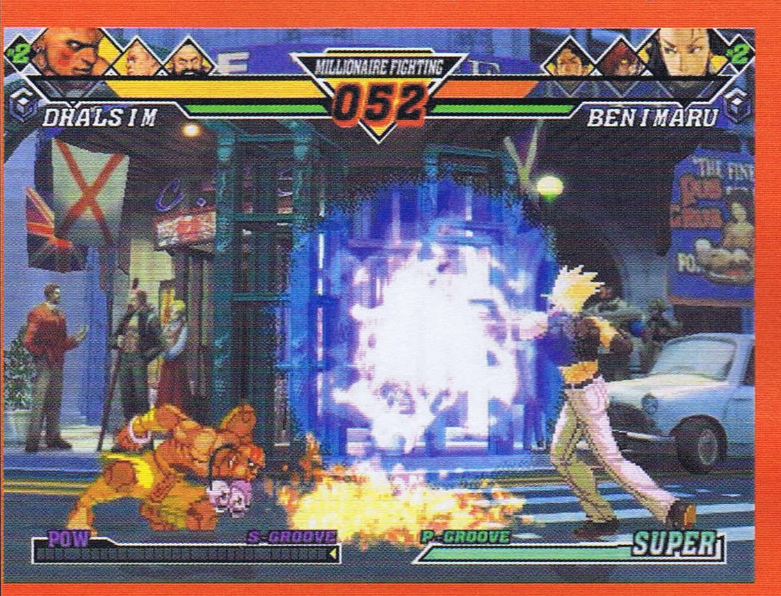






CAPCOM VS SNK 2 EO

More new pics of Capcom's beat-'em-up...

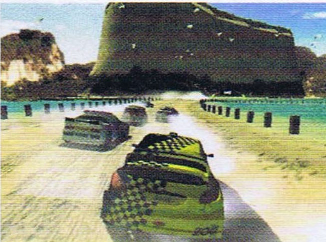


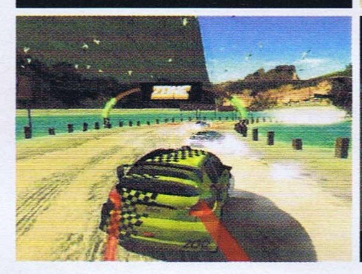


The biggest difference between *EO* and previous games is that it's having to contend with a less-than-ideal pad. *EO* tries to get round this by ignoring the D-pad altogether, instead shifting your attention to its C-stick combo system where flashy moves are pulled off with rotations of the stick, rather than via the action buttons. We'll see how this works out.











SHOX

Right out of the blue comes Shox, a rally game from EA that's looking and moving very promisingly indeed.

There are 24 licensed cars to choose from, including BMWs, Toyotas, Mitsubishis, Subarus, Lancias, Fords and Citroëns, three different environments – arctic, desert and jungle – with seven tracks in each, and the game pushes point-scoring ahead of anything else, with scores being awarded for lack of accidents, great cornering, fastest lap time, and the like. Though, like *Burnout*, crashes are included as part of the fun.

We'll have more very soon.

"It looks to have the same anarchic mayhem as *GTA*"

NGC BRAND NEW PICS!

Dish out good old-fashioned intergalactic justice as Star Wars' second-baddest dad comes ever closer to the Gamecube…



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STAR WARS BOUNTY HUNTER

More pics, new info, same Fett.



We thought: how could a game based on freakish helmet-sporting goon Jango Fett possibly be anything other than total bantha dump? How wrong we appear to be. Now the lid's creaking open further we like the whiff of what LucasArts are cooking up.

Aside from the classier visuals, it looks like it has the same anarchic DIY-mayhem ethic that made the *Grand Theft Auto* games so much fun – each of the six worlds is yours to explore (and wreak havoc in) at your leisure. Jango's remarkable gymnastic prowess is impressive too, as he leaps and jet-packs all over the shop icing the hell out of the 100 different types of Star Wars character. Chuck in his trademark dual blasters and jet-pack rockets, flamethrowers, poison darts, and a sniper rifle, and this looks good.



△ **Jango flambés another hapless alien bystander. In the face.**



OUR PROMISE

We've spent years securing the biggest and best contacts inside the world's most important companies. Our news is properly sourced, expertly written and thoroughly researched. You can trust what you read here – that's why Newsdesk is the best magazine news service on Planet Earth.

IN NEWS THIS MONTH

NINTENDO GO WEST

WE INVESTIGATE THE CHANGING FACE OF NINTENDO, AND WHY THE US AND EUROPE COULD SOON BE THEIR MOST IMPORTANT BATTLEGROUNDS... BY GERAINT EVANS



Okay, I'll speak in an American accent. But I'm not saying y'all...

In a month when big news was thin on the ground, Nintendo, once again, failed to disappoint, cancelling Spaceworld, their huge Japanese consumer show usually due in August.

This isn't the first time Nintendo has decided not to go ahead with their annual summer show (it was cancelled in 1998 during the 64DD's development), but this year's cancellation has nothing to do with a lack of games, and everything to do with recognition that E3 is enough of a global event to warrant spending marketing money elsewhere. Traditionally, The Big N have saved their more important announcements and showcased their biggest titles at their own show, but in recent years it has become increasingly apparent that E3 is becoming more and more important to them, especially in terms of getting maximum international exposure for their products – a marked change in attitude for a company that saw America and Europe as a necessary inconvenience a few short years ago.

CHANGE OF CART

Things have changed rapidly since the demise of the N64. Time delays between different territories have been shortened significantly, while Nintendo continue to aggressively court the best talent available – principally in the US. What's

STOP PRESS

PANASONIC Q'S PRICE DROP
Panasonic's stylish DVD-playing Gamecube has dropped in price in Japan this month, to a fairly decent ¥34800. With multi-region mods available from many importers, this makes picking one up a viable option, with current import prices hovering around the £300 mark. Unfortunately there are still no plans to release the machine anywhere outside its native Japan.



WHO ARE WE? This month's news is written and researched by Tim Weaver, Geraint Evans and Martin Kitts. You can tell the three apart because two of them make the tea and the other is endlessly talented. And it ain't Geraint or Kittsy.

"THEY KNOW AMERICA IS GOING TO BE A SUCCESS, AND IN EUROPE THEY STAND A VERY, VERY GOOD CHANCE"

This month's Japanese sales charts highlight perfectly why Nintendo are making the shift to America and Europe. Of the Top 50 games, only three were Gamecube titles, with the recently released *Capcom vs SNK 2 EO* being the most impressive performer – coming in at a lowly number 32.

MARIO POWER

The next 30 days is likely to see a more positive performance from Nintendo, with the release of *Super Mario Sunshine* (so terrifying a prospect, apparently, that Sony have set aside one billion yen to counteract the magic of Mario), but that may only paper over the cracks. With no *Zelda* this year, Nintendo's line-up is looking oddly western – their three biggest titles, *Eternal Darkness*, *Starfox* and *Metroid*, are all scheduled for release in the US and Europe before Christmas and yet none will perform miracles in Japan.

"I think it started with the N64," says an **NGC** source, "and now Nintendo can't reverse the trend. I happen to think that they'll have a better time in Japan now, what with the Sega and Namco tie-ins, but their focus has definitely shifted – and who can blame them? They know America is going to be a success, and they know they stand a very, very good chance in Europe."

FUNNY MONEY

So, why are they continuing to spend so much money in Japan, setting aside the money they've saved on Spaceworld?

"Japan will always be important to them in terms of prestige," says our source. "It is their home territory, after all. A good performance in Japan is more satisfying to a Japanese company than doing well elsewhere. But, while they're sure to outwardly push games and hardware in Japan, they know which side their bread is buttered on: the US makes them a lot of cash, and Europe – as Sony proved with the original PlayStation – is a market that can reap huge dividends. At the end of the day, Nintendo are a business, and in business you go for what pays." TW



△ Sony are dwanging their pants at the mere prospect of *Mazza Sunshine*.

△ *Metroid Prime* is just one title that's benefitted from Nintendo's huge expertise.

more, their advertising has been excellent, a far cry from the Nintendo we were dealing with six years ago.

Japan, while still *vital* to any console's success, has become increasingly unpredictable: one week Gamecube storms ahead of the competition, next week the Xbox – previously given zero chance of making an impact in Japan – competes favourably with both Nintendo's and Sony's machines. This past month, the Wonderswan Crystal was level-pegging with the previously unstoppable GBA. Business-wise, unpredictability spells danger – and unpredictable is something the US market in particular is not. A Nintendo console would sell in the States if it was made out of cardboard.

> "JAPAN'S BECOME INCREASINGLY UNPREDICTABLE AND, BUSINESS-WISE, THAT SPELLS DANGER"

Fact is, inside Nintendo of Japan, the Japanese market isn't seen as being as important as it once was. Around 70 per cent of Nintendo's sales are now generated outside Japan, and 36 per cent – and counting – of shares in the company are owned by foreign investors while Nintendo hold substantial foreign-based assets, particularly in the US. Their behaviour in this respect has changed a great deal, with the company becoming far less insular than they once were, warming to, co-operating with, and even investing in new external studios.

HOSTILE TERRITORY

It has become increasingly clear over the last few years that the West is more than capable of producing software of a very high standard, something that's largely gone unseen by Nintendo before – but not by others. When Sony punched their way into the market in the mid- 90s, they benefited from an attitude that embraced gaming worldwide, rather than in just a single key territory – the result was that they sold more machines in Europe than anywhere else. Nintendo's activity during the same period was notoriously underwhelming – delays and high prices were just two sticking points.

Since the Playstation's meteoric rise, however, Nintendo have not only recognised the importance of Europe, but have come to understand the importance of fielding games that appeal to western audiences. Acquiring a controlling interest in both Silicon Knights and Retro Studios is evidence of this and, simultaneously, Nintendo's influence in both has seen a marked rise in the quality of software produced. Both *Metroid* and *Eternal Darkness* have not only turned out to be incredibly well-produced games, but games targeted directly towards western tastes – *Metroid* especially. Even the SNES incarnation didn't do that well in Japan – US gamers were far more receptive to its blend of exploration and blasting.

SPACED OUT

Though Nintendo may not reap the rewards of this policy domestically, they're now more than willing to create games specifically targeting a different type of consumer. The shift in focus has become more apparent, completing an about-turn of which the cancellation of Spaceworld to concentrate on marketing worldwide is only the latest example.

SHORT CUTS



NINTENDO ROBBED

Recent police reports from Japan's Saitama district confirmed that around 24 million yens' worth of Nintendo products including Gamecubes and Game Boy Advances were stolen from a warehouse this month. Roughly 600 GCs and 400 GBAs were taken after thieves broke in through a window. This was the latest in a long line of thefts targeting large shipments meant for Japan's biggest videogame retailers. It's not clear whether all incidents are connected and, thankfully, this latest robbery was the last reported theft as we went to press.



SEGA GET AGGRESSIVE

After ditching the Dreamcast in favour of software production, Sega have been intent on claiming the number one publishing spot currently fought over by the likes of Activision and Electronic Arts. In order to achieve this, Sega announced that they would be actively looking to buy up many existing developers and publishers to bolster their portfolio of games. Rumours so far indicate that Infogrames are first in the firing line as Sega already have very strong ties with them, although any publisher in the US could be under threat, with the likely exception of EA.

PHANTSASY STAR DELAYED
As beta-testing and trial runs of Sega's brilliant online RPG continue, Sonic Team announced that they will be delaying the release date from August to the 12th September in Japan. The main reason for this is that they want more time to polish the visuals and gameplay, as well as to add some new modes and extra items to make the game as good as possible. Needless to say, they won't get any complaints from us. As yet there's still no definite UK release date.





SHORT CUTS

EB AND GAME MERGE

Game and Electronics Boutique (two stores who have been under the same management for some time now) are to be re-branded under the Game franchise. So what does it mean for punters? Not a lot: existing EB stores will simply have their signs changed, while the Game logo will look a little different from before. The only major benefit for gamers will be an all-new reward card scheme, offering loads more money-saving deals than before. Huzzah!

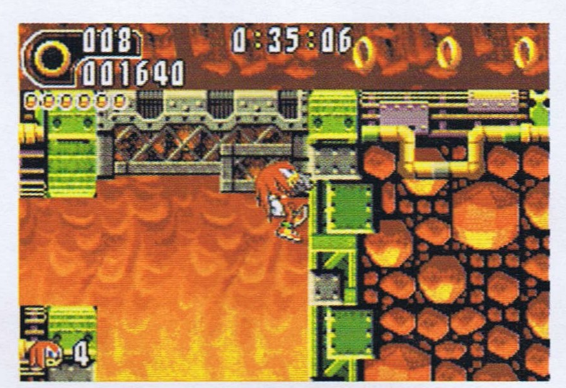


EVIL ON A BUDGET

Like the look of the revamped Resident Evil, do you? How about a bit of Zero? Lovely isn't it? Well, appreciate it while it lasts, because the next two instalments – Resident Evils *2 and 3* – will apparently look… er… not much better than they did first time round. To be honest, we expected this – so to compensate for the lack of visual sprucing, Capcom announced that the pricing will be significantly lower ($19.95 each Stateside). What they'll retail for in the UK remains to be seen, but it's unlikely to be much more than £25. Bonus!



△ *Sonic Advance 2*, with Mr Sonic T Hedgehog in full swing.



△ Knuckles the Echidna is in the game too, of course.

SONIC BOOM

The world's greatest hedgehog superhero is back and raring to go on Gamecube…

Following on from the success of the Gamecube port *Sonic Adventure 2*, Sega are set to shower Gamecube owners with a selection of retro Sonic titles, all packed in the imaginatively titled *Sonic Mega Collection*. On show at the 16th World Hobby Fair in Japan, the Sonic compilation consisted of seven titles – *Sonic The Hedgehog*; *Sonic The Hedgehog 2*; *Sonic The Hedgehog 3*; *Sonic & Knuckles*; *Sonic 3D Blast*; *Dr. Robotnik's Mean Bean Machine* (*Puyo Puyo* to anyone who isn't blind); and, last but not least, *Sonic Spinball*.

As far as the specifics are concerned, the Gamecube conversion of each title won't be tarted up in any way. The games both look and sound as they did originally, which will surely please faithful purists. The only obvious downside is the mystifying absence of *Sonic CD*, arguably one of the most under-played yet finest *Sonic* games in existence. This is even more annoying when you consider that *Bean Machine* is already on GBA, while *Sonic Spinball*, not content with being complete rubbish, is already set for release on GBA too.

Still, this is easily forgiven with the news that the superb *Sonic Advance*'s sequel is looking and playing beautifully, and chuck in the promise of the Dreamcast's original *Sonic Adventure* making its way to GC too and *Sonic* fans have got plenty to look forward to. **GE**



PAID TO SMILE

How's this strike you for a killer summer job? Fifty lucky Americans have been employed by Nintendo as part of their summer 'Street Team' – a band of plucky Nintendo fans who will spend their days wandering around 'malls' with Nintendo consoles strapped to their bodies. Some will have to walk around with a 15" flat-screen telly strapped to their chest and a GC dangling from their waists, while yet others will sport utility belts holding GBAs. No doubt Nintendo arranged plenty of insurance for the inevitable wedgies and beatings these fashion casualties will take in the line of duty. Their mission is to spread the Way of Nintendo to everyone they come across by stopping and cajoling them to play with their kit. Employees earn a healthy $100 danger money for a day's gaming. Ker-ching!

POKEMON RETURN

New monsters, old danger for Nintendo.



You have to laugh. According to the woefully OTT press release, players of the new *Pokémon* games will – it says here – "be able to experience a brand-new world bathed in the most glorious graphics seen on a handheld console". Have they actually *seen* it? Clearly not. Breathtaking fibs aside, though, whether the classroom-disrupting whirlwind that ravaged Europe three years ago will prove to be as influential on parents' pockets as before remains to be seen. Although, to be honest, it's practically guaranteed that the new instalments will boast a massive adventure, bucketloads of strategic depth, and hour upon hour of gameplay for your money.

Taking the familiar same-but-different twin-title approach. *Pokémon Ruby* and *Pokémon Sapphire*'s new features include a wealth of new trainers, 100 new monsters to catch, and most intriguing of all, the ability to throw two pokémon into battle for a more engaging and challenging fighting experience. Apart from that, expect substantially bigger environments and a larger cast of characters to make exploring all the more enjoyable. Unfortunately, there's still no specific release date – 2003 is all Nintendo had to offer – and no word as to what kind of GC cross-pollination will be implemented. More as and when. **GE**



△ Time for a spot of fishing? Anyone?



△ Team tag battles! A great new feature.



GAME EYE DELAY
Rumours from Japan suggest the GBA Game Eye – the next-gen version of the Game Boy Camera – won't be released anywhere until summer of 2003 at the earliest. We hadn't heard of a confirmed released date anyway, so there's plenty of time to start saving your cash.

DO THEY KNOW WHAT A GAME IS?
US retailers' group VDSA dished out prizes for the year's best games, with a shock winner in the Gamecube category. Tony Hawk's 3 walked away with it, despite being a conversion of an old PS2 game. GC originals Smash Bros and Luigi were among the losers. Pikmin wasn't nominated.

THE BIG Q

WITH SUMMER SOFTWARE THIN ON THE GROUND, WE ASK: IS GAMECUBE HITTING AN N64-STYLE SOFTWARE DROUGHT?



△ *Jet Force Gemini* with dinosaurs?



△ Turn to page 52 of this very issue to read all about Mario's latest watery escapade.

WORTH THE WAIT?

Only a month after you read this, talk of a games drought will be forgotten. *Turok, Metroid, Mario, Timesplitters 2, Eternal Darkness, Resident Evil* and *Starfox Adventures* are all due for release. During the run-up to Christmas, Gamecube will have a fantastic wealth of enticing console-shifting titles – five of which are only available on Nintendo's machine. With countless new quality third-party offerings filling the genre gaps that GC currently has, there's more than enough gaming to bolster your *Mario Sunshine* play time.

It's every Nintendo loyalist's worst nightmare. After enduring the most painful software drought imaginable during the N64's turbulent lifespan, Gamecube owners hoped their brand-new console wouldn't suffer the same problems. Now, just three months down the line, quality software seems to be drying up, and concern that we're in for a repeat performance has been widespread. So how can a relatively new machine be suffering such problems already? Is it lack of third-party support? Could it be poor distribution? Or is it lazy developers?

DRYING UP IN THE HEAT

In truth, it's none of the above – in fact, it may only come down to one very simple reason: the summer isn't the best time to put out games. As we've seen over the last year, Nintendo have courted more than their fair share of third parties, and just a cursory glance at the year's release schedule is more than enough evidence towards Gamecube's overwhelming software support. A closer look at the year's glut of games, however, reveals that despite there being a *huge* amount of titles due for release, the spread from month to month is far from even. Take the summer, for example. For July and August this year there are only *ten* games due to hit store shelves. On the other hand, autumn tells a different story, boasting a staggering *61* for September and October, with a further 50-plus set for the winter months.

The summer months – tourism aside – are traditionally slow for all industries, not just the gaming one. In effect, it's a winding-down period before companies start to pile on the pressure for the big push around Christmas – a more worthy and far more financially rewarding time.

More specifically, these are slow months for all areas of the industry – and it most certainly isn't Gamecube-specific. Families go on holiday, the weather is (well, *supposed* to be) much better, and so the idea is that people tend not to spend as much money on entertainment that keeps them strapped to their sofas. With this in mind, it isn't exactly keen business sense to release a big-name game in a climate where the vast majority of the public aren't looking to buy games en-masse, and it's for this reason that you find certain titles slipping down the calendar into autumn.

> **"SOFTWARE SEEMS TO BE DRYING UP, AND CONCERN THAT WE'RE IN FOR A REPEAT PERFORMANCE WOULD BE UNDERSTANDABLE"**

CHIRISTMAS PRESENCE

"Sales are traditionally higher in the run-up to the Christmas trading period, and publishers naturally want to sell as many games as possible," says Jo Taylor, PR Manager for EB and Game. "Following the console launches this year, there is increased competition for a publisher's game to be a huge success, as developing for new technologies costs a substantial amount of money."

With so much at stake, and so much capital going into games development, it's understandable that both publishers and developers want to try to reclaim their investment. Not only that, but it allows developers to spend the summer fine-tuning their titles. The run-up to Christmas is a crucial time, especially as far as increasing an 'install-base' (industry-speak for the amount of system owners) for a console is concerned. In order to sell any platform, it's wise to have as many recent big-name titles on the shelves as possible in order to attract punters to a particular machine – and in this respect Nintendo and third parties have got it spot-on.

So, with a more-than-healthy line-up for the latter part of the year, the current 'drought' isn't so much to do with a lack of games as it is to do with existing titles being strategically timed in order to make the most money – which, love it or hate it, is vitally important to the survival of the console and the companies developing for it. Panic over, eh? **GE**

SONIC TO BUY RAYMAN?
After years of snapping up smaller software houses, troubled French games giant Infogrames could be up for sale, with Sega and EA among the more likely potential buyers. Other possibles include Microsoft, Activision, THQ and (not a chance, we'd say) Nintendo. We'll believe it when we see it.

"Unlike in *GTA*, you're unlikely to be spraying bullets around"

DISAGREE WITH MOST WANTED? Then email us at **ngc@futurenet.co.uk** or write to us at **NGC**, 30 Monmouth Street, Bath, BA1 2BW and tell us the three games you're most looking forward to. Every month, we'll tally up the scores on the doors and change the list accordingly.



REVIEWED!

At last! *Mario Sunshine* hits Japan and on page 52 we deal you in with the first review. Twelve pages of the best and funniest writing by a Welsh 'person' you will have ever read. Unless you're one of the unfortunate few who have had the chance to see Geraint's CV.

MOST WANTED!

Quite simply, the 25 most anticipated games on the Cube in your opinion…

1 THE LEGEND OF ZELDA

UK 2003 | US 2003 | JAPAN 2003

We told you: it's been a month since the new *Zelda* was unveiled to the world and we're still recovering from the fallout. Cynics will argue that its only undergone a visual change, that, at its heart, beats the same game we played in *Ocarina of Time*. But they're wrong. This'll deliver the brilliance of the N64 *Zeldas*, plus a wealth of new genius. You're going to love it.



2 MARIO SUNSHINE

UK SEPT | US 27TH AUG | JAPAN 19TH JULY

Although the team is relatively small – and proceedings unlikely to stretch gamers past the ten-hour mark – this already looks immaculate and, as with anything *Mario*, it plays immaculately. Best of all, it's being lined up for a too-good-to-be-true September release here. **Check out Mazza on p52.**



3 MARIO KART GC

UK 2003/04 | US 2003/04 | JAPAN 2003/04

Still a way off, and disappointingly absent at E3 even in video form, *Mario Kart*'s Cube debut exists only as video so far – at least outside of Nintendo of Japan. Inside, Miyamoto's minions are busy building a sequel to the N64 outing – a game we're still playing in the office every… single… lunchtime…



4 PERFECT DARK ZERO

UK 2003/04 | US 2003/04 | JAPAN 2003/04

As-yet unconfirmed super-sequel Rare deny exists but which we all know is taking shape at their Twycross HQ. Rumours of reported problems have been quashed by those in the know, and if this first-person shooter is even half as good as *Perfect Dark* on N64 this'll be the premier Gamecube gun game.



5 METROID PRIME

UK XMAS | US NOV | JAPAN 2003

You can only marvel at what Retro have done with *Metroid Prime*. Six months ago, the brilliance that we saw at E3 would have hardly seemed possible – now this is shaping up as the key FPS for Gamecube. Massive, gorgeous worlds, big bugs, bigger guns and a real mean streak – **get to page 27 for more.**



6 SOUL CALIBUR 2

UK 2003 | US 2003 | JAPAN 2003

The original *Soul Calibur* on Dreamcast was probably the best 3D beat-'em-up ever – which bodes well for this sequel, coming to Gamecube early next year. Early versions look incredible, while the arcade version is exceptional. And shots coming out of Namco suggest things are about to get better.



7 STARFOX ADVENTURES

UK 2002 | US 1ST OCT | JAPAN 2003

Rare's ages-in-development 3D adventure features the original crew from Starfox – minus Falco – in a *Zelda*-esque 3D world inhabited by skyscraper-sized dinos. Looked and moved incredibly at E3, nicking *Zelda*'s battle system and improving upon it, as well as dealing us in with some top notch space battles.



8 RESIDENT EVIL ZERO

UK 2003 | US NOV | JAPAN SEPT

Like the look of the newly jazzed-up *Resident Evil*? Well, start weeping at the sight of the Gamecube-only *Resident Evil Zero*, built from scratch on Nintendo's dazzling purple box. A prequel to the original *Resi*, this includes new features, characters and resolves Umbrella's origins. **See it on page 14.**



9 F-ZERO GC

UK 2003 | US 2003 | JAPAN 2003

Developed by *Daytona* coders Amusement Vision, *F-Zero GC* is another in a long line of titles Nintendo have shifted to third parties. Fortunately, Sega know how to handled a racing game, and – through unique compatibility to *F-Zero Arcade* – this will offer a new, exciting direction for the series.



10 FINAL FANTASY – Way off all-new *FF* adventure.
UK 2003 | US 2003 | JAPAN 2003

11 TUROK EVOLUTION – Sequel-saurus, bigger and better.
UK 6TH SEPT | US 6TH SEPT | JAPAN 2003

12 SUPER MONKEY BALL 2 – More monkeys, more minigames.
UK XMAS | US NOV | JAPAN OCT

13 WARIO WORLD – Wazza-only side-scroller. Unusual.
UK DEC | US NOV | JAPAN OCT

14 XIII – Sweet-looking cel-shaded shooter.
UK 2003 | US 2003 | JAPAN 2003

15 TONY HAWK'S SKATER 4 – Same tricks, no time limits.
UK XMAS | US NOV | JAPAN UNLIKELY

16 TIMESPLITTERS 2 – New shooter from *GoldenEye* bods.
UK SEPT | US SEPT | JAPAN UNLIKELY

17 ETERNAL DARKNESS – Scare-fest. Review next month.
UK OCT | US OUT NOW | JAPAN 2003

18 COLIN MCRAE RALLY 3 – PlayStation favourite hits Cube.
UK 2002/03 | US 2002/03 | JAPAN 2002/03

19 JAMES BOND NIGHTFIRE – Eurocom delivers more Bondage.
UK NOV | US NOV | JAPAN 2003

20 1080° 2 – Powder-filled 'boarding sequel.
UK 2003 | US 2003 | JAPAN 2003

21 KAMEO – Change into animals, Rare-style.
UK 2003 | US 2003 | JAPAN 2003

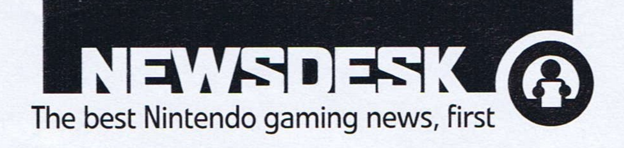
22 WWE X8 – New smackdown. See **NGC**/70.
UK NOV 2002 | US OUT NOW | JAPAN 2002

23 DIE HARD VENDETTA – This time it's personnel mines.
UK NOV | US NOV | JAPAN 2003

24 MARIO GOLF – Fairway magic with Mazza.
UK 2003 | US 2003 | JAPAN 2003

25 PHANTASY STAR ONLINE – Premier online outing for GC.
UK 2002/03 | US OCT | JAPAN JULY

WRITE TO… MAILBOX/NGC/30 MONMOUTH STREET/BATH/BA1 2BW OR EMAIL NGC@FUTURENET.CO.UK









△ Shots from *Driver 2*, a game our very own Kittsy reckons is, "really, *really* good".

CUBE GETS TO DRIVE

Developers Reflections announce a Gamecube version of the third *Driver* is in the works…



Previously one of Sony's unofficial 'exclusives', developers Reflections have decided Nintendo's technology is too good to resist, confirming this month that they will be bringing the third instalment of their multi-million pound *Driver* franchise across to Gamecube in time for 2003.

Little is known about the game, beyond a teaser trailer run as part of the DVD Extras section on Reflections' recent PS2 title, *Stuntman*. That game ended up being something of a disappointment – *Driver 3* is unlikely to follow suit.

DRIVE OF YOUR LIFE

Pitching you as undercover cop Tanner, the *Driver* games brilliantly replicated the thrill of the car chases in films like The French Connection and Bullitt, while the second in the series also borrowed a few ideas from super-violent crime-fest *Grand Theft Auto*, allowing Tanner to get out of his car, wander between vehicles, then nick off in a new set of wheels.

It's unclear whether this feature will remain intact for the threequel, though with the latest PS2 incarnation of *GTA* pushing this concept even further, it would seem foolish for Reflections not to consider it. In fact, what is most likely is that the opportunity to move between cars will be played upon more heavily. Unlike in *GTA*, though, you're unlikely to find Tanner spraying bullets around, given that he's an undercover cop.

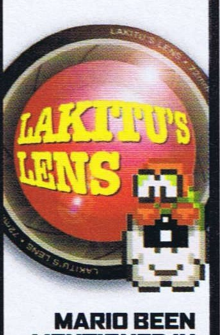
ALL ABOUT LOCATION

The trailer showed glimpses of the game's locations, including immaculate digital versions of Istanbul, Miami and Nice. Instanbul, in particular, looked incredible: at one point the camera pans up from the middle of a cobbled back street, to reveal a view across the *whole of the city*. The detail is astounding. The previous *Driver* had 40 missions spread across Chicago, Havana, Las Vegas and Rio de Janeiro, so there's likely to be more world hot-spots added to the list.

Reflections have been deliberately vague with regard to a release date, preferring to concentrate on quality instead of timescale but, given that the PS2 version is still likely to arrive first, Christmas 2003 is properly the most accurate guess. We just can't wait. **TW**



DID YOU KNOW? Gene Hackman, street-tough star of The French Connection, recently beat someone's face in for real after he was provoked during a road rage incident in LA. His agent said, "Gene thought it was funny, really".



MARIO BEEN MENTIONED IN EASTENDERS? SEEN A COPY OF NGC IN CORRIE? LET LAKITU KNOW…



YOU FLAMIN' GALAH!

BAD FOR YOUR ALF

"Here's one you'll like," says Steve Bowman from Bromley. "While flicking through 'Home and Away – Inside Soap Mag', I came across this photograph of Flamin' Alf Stewart transporting a boxful of his stuff – which included his trusty N64." Great stuff.

WRITE TO: LAKITU'S LENS, **NGC**, 30 MONMOUTH STREET, BATH, BA1 2BW

Entries sent with picture evidence will win a Gamecube game…

MP3 ADD-ON

Kemco bring you music on the move…



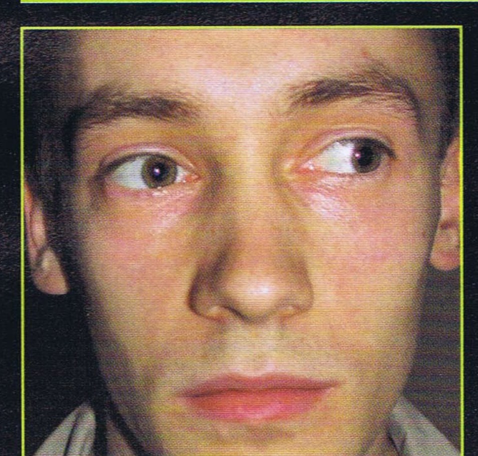
It's about time. We actually saw this little gizmo at E3, but there was no word as to its planned release date. Now there is.

Attaching itself snugly to the back of your GBA via the cartridge slot, the device allows you to play and record your own MP3 music. The unit comes with headphones, a mic and an 8Mb flash card that can store up to a paltry 16 minutes of music. Thankfully, you can upgrade the card to a higher memory bracket for a little extra cost. Out in Japan in October, there's still no word on a release over here. **GE**

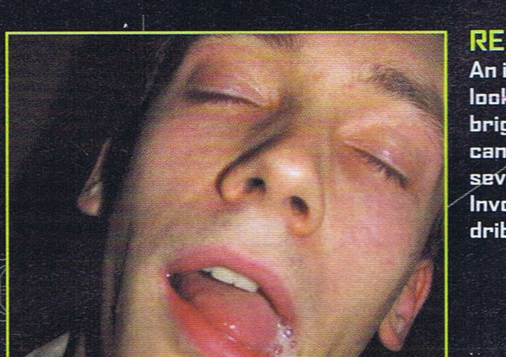
VIRTUAL REALITY

NINTENDO GAMING MOMENTS 'COME TRUE'.

THIS MONTH Going 'insane' just like in Eternal Darkness…



THE TEST
Positioning himself in the middle of a large and very dark room, Geraint stares into space, not once blinking, for three days in an attempt to slide into insanity…



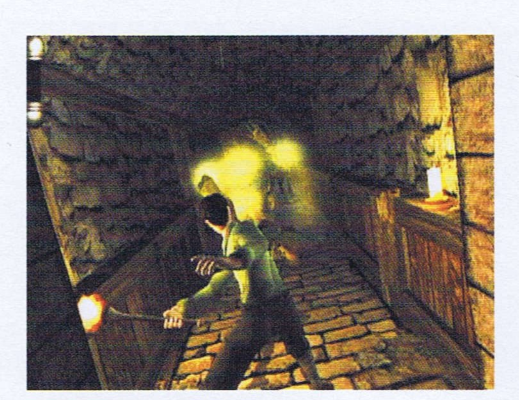
RESULT
An inability to look at anything brighter than a candle for several weeks. Involuntarily dribbling.



N·GC THE VERDICT YOU DESERVE
REVIEWS
OUR PROMISE
Our reviewers are the most talented and knowledgeable Nintendo fans in the business. We don't only play games at work – we play them at home too, just like you. We ensure that we've played games through to the end so that we ca give you a proper verdict – and one that sav you from wasting money.
IN REVIEWS THIS MONTH
RED CARD SOCCER
EYEBROW-ARCHINGLY VIOLENT FOOTIE P46
ZOOCUBE
CRAZY ANIMAL PUZZLER GIVEN A GOING-OVER P44
P50 GO GO BECKHAM
P51 TOP GUN FIRESTORM
P51 NGT
P51 MANIAC RACERS
WHAT IS PAL?
PAL is the UK's broadcasting standard. When you buy a Cube here it will be PAL. When you buy a Cube in the US or Japan it'll be NTSC – a different broadcasting standard, and the reason the two don't mix. Import games are NTSC games.
WARNING! DON'T SPLASH CASH UNTIL YOU'VE READ N·GC'S REVIEWS!
SUPER MARIO SUNSHINE
Bingo! It didn't arrive for launch but, finally, Mazza arrives on the Cube – this is the verdict you've been waiting for… P52

HOW IT WORKS...

Our reviews are the biggest, most comprehensive on Planet Earth. We devote more pages to the games you want to know about, and give you more detail than anyone else. And in the new **NGC** things have just got a whole lot better: our Field of Play and Event-o-meter regulars will pinpoint exactly when and where games get good, and yet our verdicts remain the most honest and most stringent around.



ETERNAL DARKNESS

Riveting horror-adventure sprawled across eight big pages of terror. Feel it! P64



F1 2002

F1 arrives on the Cube – but is EA's latest licensed sporting extravaganza the sweat-addled racer we've been after? P38



1 GET INTO THE GAME

■ The quickest and smartest way to get started...





2 FIELD OF PLAY

■ The game's best bit taken apart and analysed...





3 EVENT-O-METER

■ The good bits, the bad bits – all in a handy graph...





4 THE SCORE BAR

■ The verdict explained for you...

PROS AND CONS

Because we think it's important to provide you with balanced reviews, we'll sum up the game simply with plus and minus points.

IF YOU LIKE THIS...

Not all games are good (unsurprisingly) – so you'll be wanting to know what the alternative is. We'll provide suggestions here.

VISUALS AND SOUNDS

Gamecube sends PS2 packing. Do the visuals and sounds show this?

MASTERY

How well does the game make use of the Cube's startling hardware?

LIFESPAN

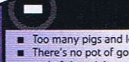
Will it last you a lifetime or a couple of minutes? Here you'll find out for sure...

VERDICT

We don't throw scores around – we give a game what it deserves. Here you will find the definitive verdict on whether you should purchase a game.

+

- Good Oirish accents.
- A decent pint of Guinness.
- Photo-realistic versions of Co. Derry and Dublin.



–

- Too many pigs and leprechauns.
- There's no pot of gold at the end of the rainbow.
- To be sure.

IF YOU LIKE THIS...
Shadowman
Acclaim
NGC/32 93%
Has a really convincing Irish snake in it. Er, and it's also a good game.

8 VISUALS
There's never been a more realistic version of Galway. Apart from Galway itself.

9 SOUNDS
Great soundtrack including Enya, Clannad and folk group The Top o' The Mornin' to Yas.

8 MASTERY
There's no way they could have recreated the ferry crossing from Fishguard on PS2.

5 LIFESPAN
The only downside. Once you've planted your potato crop, there's not much else to do.

VERDICT
***Geary's Gaelic Guinness-Drinking Gathering* is a real humdinger of an adventure, packed with all the best Irish stereotypes. You could say it's got all the fun of the Eire.**

NGC 82

5 OUR SCORING SYSTEM

■ What those scores mean to you...

NGC STAR GAME

0-24	25-49	50-74	75-89	90+
■ Crushingly awful, massively dull. Rest assured, this is crud.	■ Disappointing, stashed with faults and likely to be short of any quality.	■ Some great bits, some not-so-great bits. Decent but definitely problems.	■ Great fun, brilliantly programmed at times, but probably flawed.	■ Rarely awarded, you'll know a 90+ is absolutely essential.

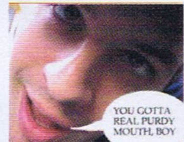
Manipulation: Weaver

MEET THE NGC TEAM

When *Mario* finally arrived in the office, the team celebrated in their own, very personal, way...



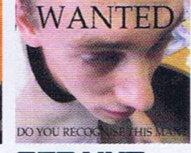
TIM
"Let me out of here! Let me out! I demand to be let ouyou have performed an illegal operation you have performed an illegal



JUD
"I drove my T-72 tank round Asda car-park," says Jud, "while the grannies I'd stuck to the side with sellotape clung on for dear life."



KITTSY
"I now proclaim hunting season open," trumpeted Kittsy. "So, anyone want to go huntin'? It'll just be you... and me..."



GERAINT
"I've decided that Mazza's return should signal me FINALLY applying for refugee status in England," reckoned Geraint.



PAUL
beeeeeeeeeeeeeeep...



DAN
"Thought it might be appropriate to get rid of my Hitler hair this month. I mean, Mazza doesn't want to see that. Does he, loves?"

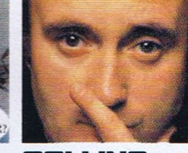


JES
Bickham – unavailable for comment due to a new shiny forehead incident – celebrated by investing in some casual slacks.



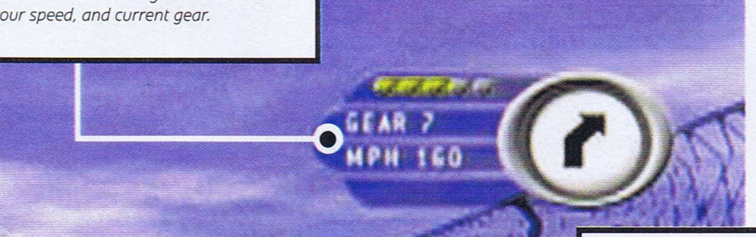


PHILLIP
Deadly quiet writing assassin Phillip said, to celebrate Mario's new game, he'd shout really loud. This is what happened: boo.



COLLINS
"Hi, kids, Phil Collins here. A little piece of advice: don't take drugs. Anyhow, thanks for all your support with Sussudio."

"There's a tricky Challenge mode to get to grips with"



CORNER INFO
This is dead handy. Comes in three colours indicating their severity (amber, red and green), and lets you know when you should be braking and how hard. Also shows your speed, and current gear.

STATS
Lets you know your position and how far ahead or behind the opposition you are.

VIEWS
Full screen first person, behind the wheel, behind the helmet, and behind the car. A higher view would have been nice but is unfortunately absent. Shame.

OTHER CARS
There are 22 in total and if you fail to qualify you'll be right at the back of the pack with a loooong way to go until you're in the lead.





M SCHUMACHER
FERRARI
18

THE TRACK
You might want to keep your eye on this. Can sometimes be hazardous due to adverse weather effects. Look out for the darker areas, which indicate the racing line.

F1 2002

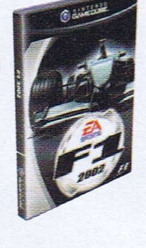
A high-octane racer? Or is this just the pits?

INFO BURST

DEVELOPER	EA SPORTS
PUBLISHER	EA
PLAYERS	1-4
MEMORY CARD PAGES	5
RUMBLE FUNCTION	YES
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

WHEN'S IT OUT?
Out in the UK right now, and on import if you like that sort of thing.

COST: £40



GET INTO THE GAME
The drive of your life, got to quicker…

QUICK RACE
Can't be bothered with all that car-tuning jiggery-pokery? Really couldn't care less about practising? The Quick Race is for you then – it's where you'll find the most accessible portion of the game, offering arcade- style thrills and that helpful Speed Assist mode set to default.

CHALLENGES
If you want to race in the proper Grand Prix with the big boys, though, you'll have to pass the challenges first – which are both excruciatingly tricky and downright irritating.





Well, after two exceptional Paradigm-developed F1 games on the N64, it was only a matter of time before gaming behemoth EA stole away the rights to yet another key sporting licence – and, in paying out gazillions of pounds for the pleasure, managed to do a similar job on *F1 2002* as they've done on all their biggest, most lucrative sports brands.

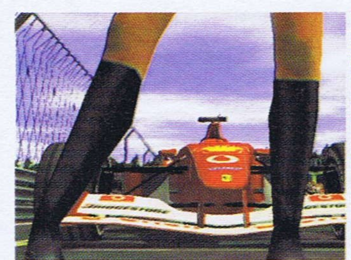
ANOTHER YEAR…
We're not insinuating that *F1 2002* is anywhere near as bad as the loathsome *FIFA 2002* but it doesn't half whiff of EA and their almost robotic reliance on hitting release dates rather than hitting any kind of quality control. After playing through their most recent game, the brilliant *SSX Tricky* (*not*



LOOOAAAAADD DDDDDDIIING…
This is the first thing that'll get on your nerves. Every track takes forever to load, and it seems as though you're required to wait for every conceivable selection to appear. Quite what's going on we don't know, but it's clear that F1's loading times threaten to crush your very soul with every button press. A hideous, unforgiveable error.

MODES TO GET YOU MOTORING

Interested? Here's what you'll be spending your money on...



QUICK RACE

Definitely the most entertaining. Playing much more like an arcade racer, this is fast, furious and instantly accessible to anyone with half-decent motoring skills. Unless you happen to be an actual Formula 1 driver, this option offers the most thrills.

MULTIPLAYER

Four-player is normally good fun no matter what game you're playing, but unfortunately, in this case it's pretty painful, thanks to the appalling frame-rate. Racing on the Monaco circuit with two players, let alone four, is nothing short of dismal.



GRAND PRIX

This is the main meat of the game. Here, you can customise a championship, compete in a full Formula 1 season, or just indulge in a one-off race. Mastering the harder Simulation mode will keep F1 enthusiasts happy for many months to come, but you have to put the hours in.



TEAM-MATE CHALLENGE

This falls under Grand Prix, and for all intents and purposes plays in exactly the same way and offers the same kind of pre-race options. However, this time you're not really racing for points: you just have to beat your team-mate.



DOMINATION

As simple as the name suggests, you have to dominate an entire championship season by coming first in every race. This is the last of the unlockable Grand Prix modes, requiring you to rack up 80 per cent of the challenges – nearly as tough a task as the mode itself.



Drive through the gravel and you'll send dust billowing into the air – which oddly doesn't appear in your mirror. Hmm.

licenced, of course) we were quietly hoping that this might turn out okay – but it seems their licenced sports games work very differently to their other titles, sports or otherwise. This isn't shoddily put-together but it does demonstrate that they may lack the urge to produce anything with any semblance of craftsmanship at the expense of something that hits a release date close to a major sporting event. Timing is important, of course, but the F1 season had started a long time ago, so what's the hurry? Maybe the answer lies in the fact that this is, at heart, a straight PS2 conversion.

At the front end are all the usual options: Quick Race, Multiplayer and Single Player. Single Player is where you'll find the Grand Prix, so it's here that you're likely to start, but before you get to race in a full championship there's an extensive Challenge mode to get to grips with. In order to start the Grand Prix proper, you have to complete no less than five challenges, getting at least bronze medals or above. In addition to the Grand Prix mode, there are also Team-Mate Challenge and Domination modes to unlock by completing further, more difficult challenges – we'll explain those a little later.

> **"IN ORDER TO START THE GRAND PRIX PROPER, YOU HAVE TO COMPLETE NO LESS THAN FIVE CHALLENGES"**

RACING BY NUMBERS

As per usual, the Grand Prix kicks off with you choosing your driver, which (as the licence suggests) can be picked from this season's roster



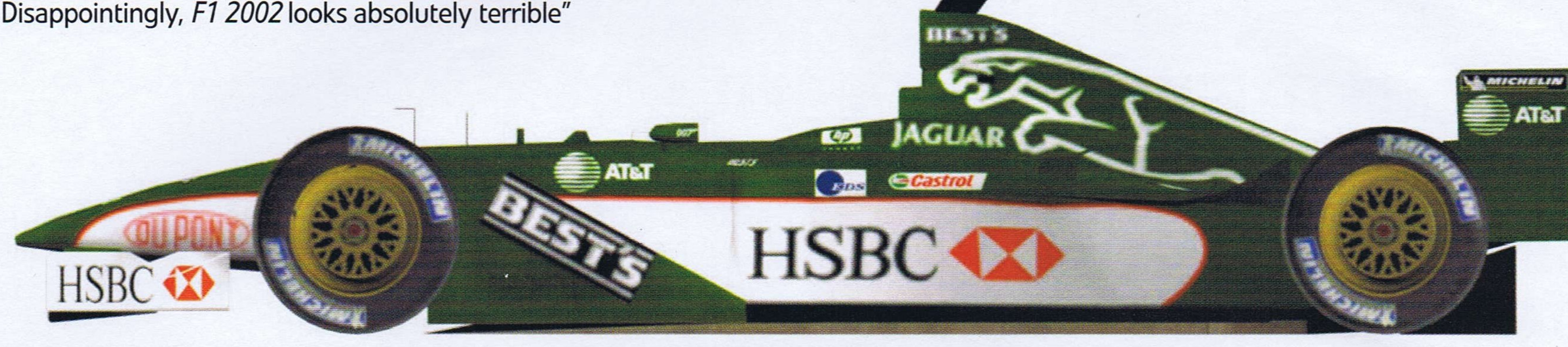


Unless you endure the 12-lap qualifying stage you'll start right at the back of the grid. Not a good position for a win.

SENNA-SATIONAL! F1 legend, the late Ayrton Senna, was once stopped for speeding by local rozzers, who greeted him with a sarky "who does sir think he is... Ayrton Senna?" No, really!

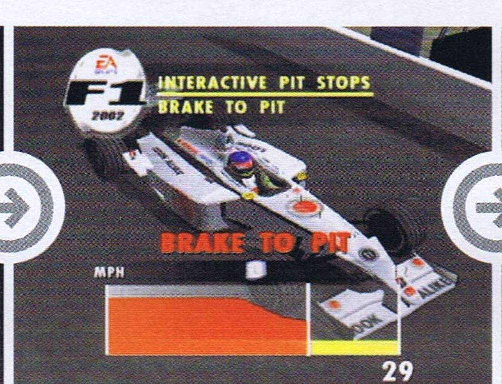


"Disappointingly, *F1 2002* looks absolutely terrible"

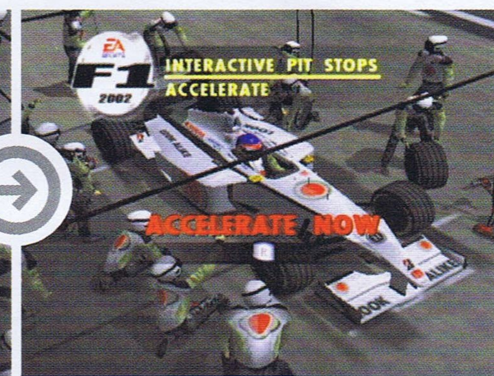


GETTING THERE

As always, pit-stops and fuel strategies are an important part of any race. This time around, however, driving into the pit lane requires a little more interaction than just watching the CPU take control once you've managed to bump your way into the lane. Once you're in, you have to react to button prompts. The faster you do so, the less time you waste in the pits.









△ All the tracks are faithfully reproduced, which will please F1 fanatics – the frame-rate in Monaco, however, won't please anyone.



△ Get too eager with the revs at the start and you send smoke billowing.



△ The rather disappointing result of colliding with a wall at 200mph.



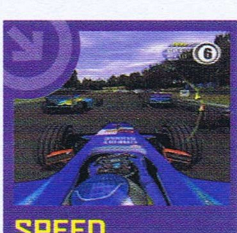
△ He might be a cheating F1 robot with a head like a gnarly potato, but he sure keeps his helmet nice and polished. They don't call him The Schu Schine Boy for nothing…



of petrol-heads. When you start your first race you can choose to qualify over 12 laps, tune your car up, practice on an empty track, or just jump straight into the back of the grid without qualifying. Once the decision has been made, it's time to set yourself up for one fairly sizeable disappointment. Because *F1 2002* looks absolutely flippin' terrible.

Unforgivable jaggies, poor textures, bland scenery, laughable spectating 'crowds', dodgy resolution, unimpressive car models – there's absolutely *nothing* here to indicate that EA have even *tried*. The only graphical treats in place to enrich the experience are rain effects and wet roads (with water splashing on your windscreen and off your tyres), dust being kicked up every time you leave the track, glare from the sun, and dirt being slowly cleaned off your tyres as you drive on the track – and that's pretty much it. There's nothing in the way of trackside objects, no abundance of circuit personnel, no helicopters in the sky – nothing. It's just drab corner after drab corner and all in front of a static, cardboard cutout backdrop. To

"THE LOADING TIMES APPEAR TO HAVE BEEN PORTED FROM THE PS2 ALONG WITH THE REST OF THE GAME"



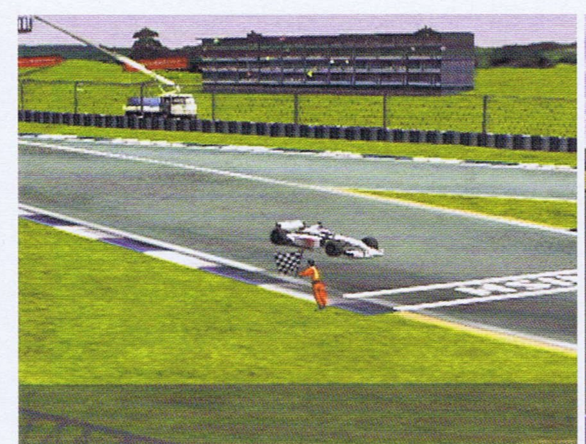
SPEED ASSISTANCE

Quite a neat feature that makes getting ahead in Grand Prix mode much easier. In the option menu you can use Speed Assist, which uses the gears to speed up and slow down your car for you at corners. You still have to take control of the brakes and accelerator, but it helps take the edge off things when the going gets tough.

BUTTON FROME! Popular boy-racer Jensen Button used to drive for a Kart-racing team in Frome. How do we know? Because Frome boy Paul used to do his mum's paper round. Or did he?

PASS YOUR DRIVING TEST

Challenge mode makes you learn basic and advanced skills. Finish each challenge within the minimum time limit to progress.



NICE 'N' EASY
Simple. This is your basic introduction to starting and stopping. Simply accelerate as fast as you can and then stop within the designated zone.



SPEED AND STEERING
Again, not too tough. You'll be required to tackle standard corners, hairpins and chicanes, or combinations of all three.



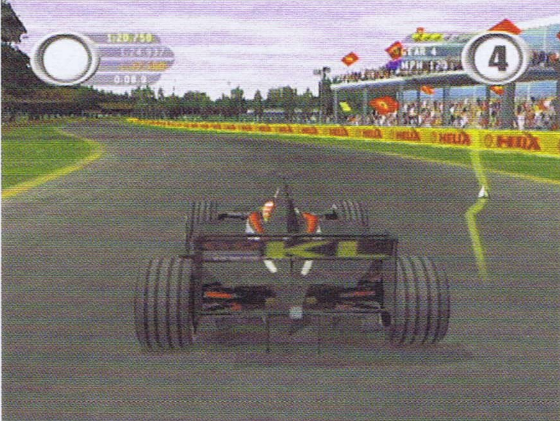
AHEAD OF THE WEATHER
Things are getting a little tougher now. Here you have to beat tough corners or sections of track in wet or variable conditions.



TYRE TESTING
Nasty. You'll be asked to tackle tough turns in torrential rain using dry tyres, or vice versa. Being too violent with the analogue results in failure.



DAMAGE CONTROL
Things are certainly heating up! You'll have to try to make it back to the pits after an oil leak without blowing your engine. Keep those revs low.



HOT LAPS
Using all the knowledge you've just learned, you have to finish a number of laps in the allotted time. Finish this and you're ready for the big time.

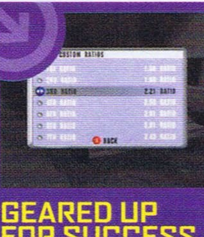
top it all off, even the replays look awful – the one thing developers can normally get to look good only succeeds in accentuating *F1*'s ugliness – while the frame-rate dips alarmingly in the kind of detail-free places it shouldn't do. Especially on the Gamecube.

Just to make matters worse, the loading times seem to have been ported from the PS2 along with the rest of the game – they're *excruciating*. Anyone would swear the game was loading super-high resolution works of artwork to line the track with.

IT'S NOT ALL BAD

But, of course, looks aren't everything (though, with EA games, you can normally guarantee it's the one thing they get *right*) and, as a game, it *just about* manages to pull through – as long as you're not expecting too much. It's a competent game, about as middle-of-the-road an experience as you could expect. No bells, no whistles, nothing. To begin with, there are two Handling types: Normal and Simulation. Normal – as you wouldn't expect – is very forgiving, allowing even five-thumbed freaks to race half-decently. The game even assists with your car's speed, making hairpin turns, chicanes and the like a doddle to negotiate. The Simulation mode, however, is the exact opposite. It's a slip-sliding, thumb-blistering traction-control nightmare that *really* tests your skills behind the wheel – and as frustrating as it is to begin with, it's here that *F1* begins to redeem itself.

As annoying as it can be at first, the Challenge mode actually helps a great deal, especially if you *really* want to get your teeth into the trickier simulation side of things. It breaks down pretty much every scenario into two-minute bite-sized chunks, such as negotiating a trio of corners in the wet, or practising hairpins and chicanes. While this might seem like a waste of time, it allows you to get to



GEARED UP FOR SUCCESS
No F1 game could possibly come without the option to tinker with your motor. You can tune up pretty much every aspect of your car – but the presentation in F1 2002 is pathetic. There's not even a spindly wireframe model of your car, just a list of choices and a numerical value to go with it. Come on, EA – this is usually the part of the game you get right.



"As annoying as it can be, the challenge mode helps a great deal"





△ Every so often the CPU cars are prone to spectacularly bad driving.



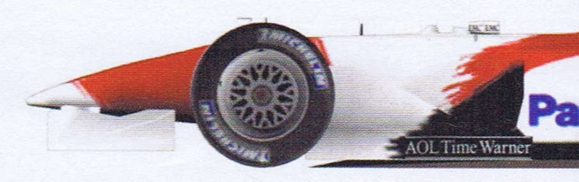
△ Entering the pits is only ever necessary on the longer races.



△ You can, of course, drive down the track the wrong way. Which means... okay, so we were bored, and we just wanted to see how much chaos we could cause. Which wasn't much. So we raced the right way instead.







NGC FIELD OF PLAY

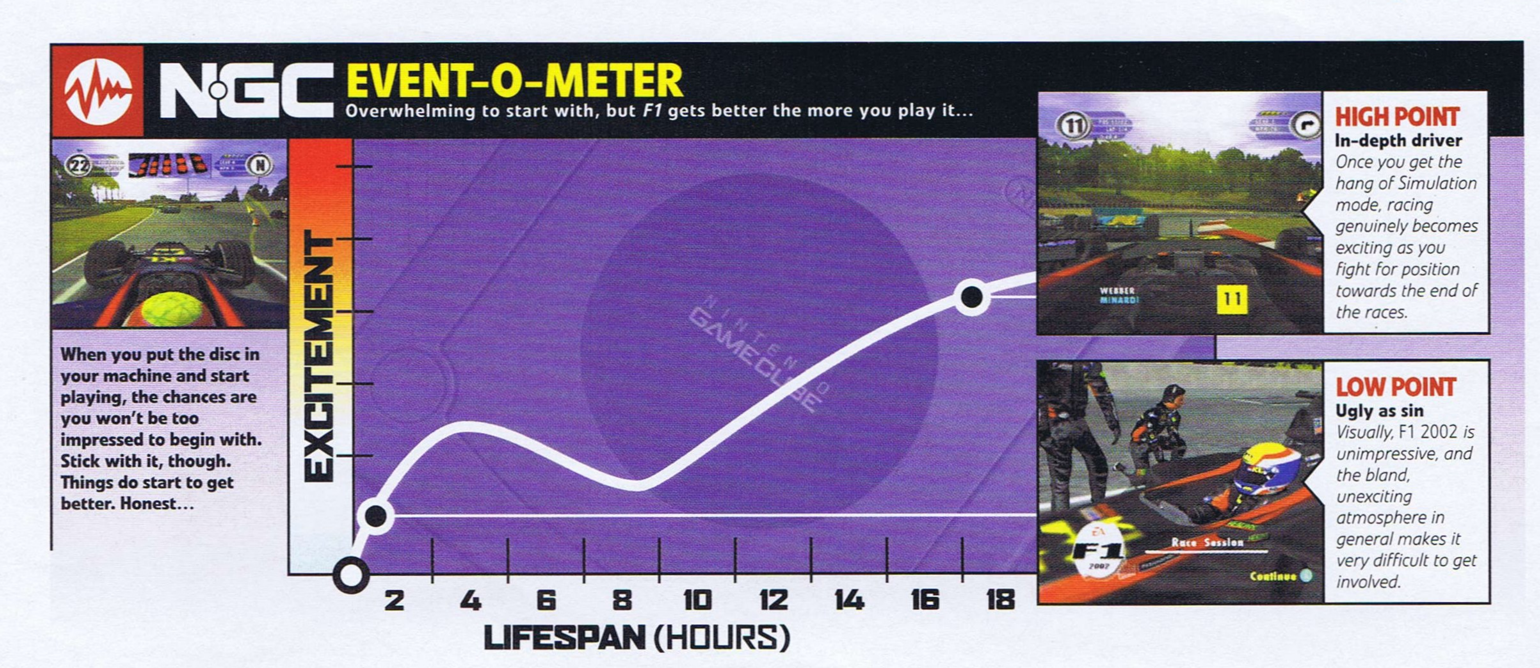
What does this red button do? Oh... my wheels seem to have fallen off...

REAR WITH A VIEW

You're working your way up through a 16-lap marathon, you've just managed to take the lead over the straight leading into the last lap, but your closest rival is under a second behind. Switching to the rear-view camera is disorientating yet compulsive as you check to see if you're stretching your lead.

BACK OF THE PACK

Battling through a logjam of 21 other cars is hard work and painstakingly slow in Simulation mode, because you genuinely have to fight for position – by the time you actually get past one car, you feel like you've just drained eight pints out of your bladder. Aaaahhhhh!



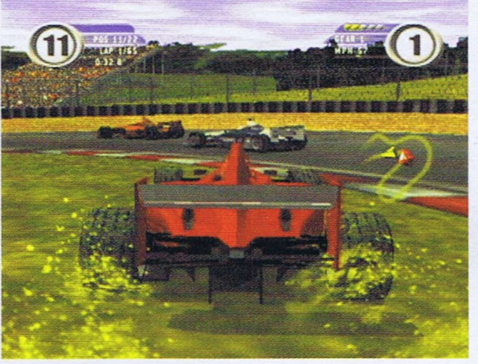
When you put the disc in your machine and start playing, the chances are you won't be too impressed to begin with. Stick with it, though. Things do start to get better. Honest...







△ Battling through the pack can be very rewarding when you get used to the harder settings.



△ Quick Race is great if you're a cheat, as you can gain positions through some cheeky off-road antics.



△ Checking your rear-view soon becomes an obsession as you attempt to keep the pack at bay.



grips with the finer points of using the racing line, overtaking, steering and braking, so that by the time you enter a Grand Prix, you'll have a better understanding of how to get around the track most effectively.

That's not to say it's easy. Once you start ramping up the difficulty level to test yourself even more, *F1 2002* becomes more meticulous in its demands – so much so that every poorly taken corner becomes seriously detrimental to your standing.

If you're an F1 nutcase, then, and the mere sight of league tables and gear-ratio- and camber-tweaking screens makes you drool, you'll love this – it's not brilliant, but it's good enough (and it's the only option F1-wise, for the moment at least). In its favour *F1 2002* offers both substantial depth and a steep enough challenge to keep racing purists and sim-heads happy. Unfortunately, this kind of precision driving has one major downside – its accessibility. If you crave a high-speed, non-stop thrill ride like *Burnout*, then you need this game like a hole in the head. You can't cut people up (much); you can't take shortcuts over the grass; you can't keep your foot down and let the barriers do the steering for you; nor can you smash the opposition into oncoming obstacles. You can't even do more F1-like things – where are the spectacular crashes, for example?

"F1 OFFERS SUBSTANTIAL DEPTH AND A CHALLENGE BUT CERTAINLY ISN'T A HIGH-SPEED, NON-STOP THRILL RIDE"

As a result, it's difficult to recommend this to anyone other than those of you who *only* play Simulation. If you just want to hare around unhindered, pick a word from this list: bland; frustrating; dull; uninspiring. This isn't going to have you on the edge of your seat – surely the point of F1 games.

Sadly, because of this problem, there's little incentive to trawl through the game's harder modes and improve your skills – mainly because playing isn't enough reward in itself. With this in mind, we suggest even F1 fans approach this with some caution.

GERAINT EVANS



WEATHER FX

Graphical tricks are few and far between in F1, but one of the nicest and most subtle is when the weather changes gradually. As you race spots of rain hit and run down the windscreen while the track gets more slippery as time goes by. You'll hardly notice it until a lap later, when the cars ahead start spraying water all over the shop and puddles have settled over the course. Neat.



- Deep and tough.
- Loads of challenge on the harder settings.
- Goes pretty fast.



- Dull for non-F1 fans.
- Visually poor.
- Hardly any extra bells or whistles.



IF YOU LIKE THIS...

Burnout
Acclaim
NGC/67 86%
A different driving proposition – but the best on offer so far.



5 VISUALS

There's no excuse for jaggies in this day and age, especially on GC.



6 SOUNDS

Functional – the FX aren't stellar, and the commentary can be dull.



4 MASTERY

It looks like a PS2 game – but the GC's no PS2. Another lazy port.

8 LIFESPAN

F1 buffs will love it, but everyone else will get bored very quickly.

VERDICT

Unfortunately, the simulation mode in this ugly duckling is the only thing worth bothering about. A real disappointment.





WHAT A HERO! Moustachioed housewives' favourite Nigel Mansell recently managed to land his private plane at Exeter airport blind in heavy fog after the instruments failed. Smooooth...

"The idea is to rotate the cube so the second cow lands on the first"

GOODIES

Every time you match animals you can get a Goodie (or power-up). These range from simple points modifiers to Mutators, which affect your animals directly, speed up or slow down the game, and more.

COWSTACK

Animals stack on each face of the cube, and you can cycle through a given stack to match something you've already got with what's coming next. However, it's game over if more than five non-matching animals comprise a stack.

ANIMAL MAGIC

Stack same-species animals and you're treated to this beauty – a head of said animals appears on the screen and makes an appropriate sound. Our favourite so far has simply got to be the cow… although the beaver comes close.

CUBE GAME

This little fellow is what the game's all about. Rotate him – each side is colour-coded, which helps a little – to catch the animals that fall from the sky (and from beneath, and the sides).

ZOOCUBE

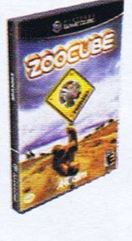
An original puzzle game is always nice to see, but is this *Tetris* with udders or simply a pile of old hooves?



DEVELOPER	PUZZLE KINGS
PUBLISHER	ACCLAIM
PLAYERS	1-4
MEMORY CARD PAGES	2
RUMBLE FUNCTION	YES
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

WHEN'S IT OUT?
Out in the States now, later on in the month here.

COST: $40 (£28)



Remember when you first played *Tetris* on the Game Boy? Remember the time-eating, day-wasting, life-devouring addictiveness? Kittsy's hands – and, arguably, brain – have yet to recover. *Tetris* was, and still is (if you discount recent update travesties from the likes of THQ), a thing of wonder. And that affirmation can be transferred to a whole host of puzzle games – if they're any good.

Because puzzlers can ensnare your brain like no other game. Sure, the freedom engendered in *Super Mario 64* plastered a smile right around your head, and *Zelda* immersed you in a world like no other, but a decent puzzle game is simply entrancing, sucking you into 'the zone' and reducing the cognitive functions to a blissful level of pure instinct and reaction. There's very little actual 'thinking' involved, even though the strategies and tactics would suggest otherwise. Puzzle games, in short, can be some of the most magnificent examples of the games we call video. Which brings us to *Zoocube*, a game that gets the basics right, but manages to trip itself up with an overly-fiddly three-dimensional mechanic.

Taking a cue from the not-bad *Tetrisphere* on N64, *Zoocube* asks you to puzzle in 3D (there's also some nonsense concerning freeing animals, but disregard it, as creating a plot for a puzzle game is a redundantly stupid concept). The idea is to rotate a six-sided cube to 'catch' falling animal-based shapes, which arrive from different directions. There are plenty of different shapes, all based on different animals, and you've got to match the corresponding ones. So if you've landed a cow, and another one is coming from a different direction, the idea is to rotate the cube so the second cow lands on the first. Pretty simple stuff.



MODE TRIP

There's 12 different game modes in Zoocube, from the regular 'classic' mode, to Knock Out (where you try to whittle down pre-existing stacks) and the Blind mode, where everything has lost its colour and you've got to recognise the animals by their shapes alone. Which is tricky given that they don't actually look like animals at all… apart from the cow, er, thing.

STACK ATTACK

Given that the animals stack on top of one another, there's a function enabling you to cycle through the shapes, so you can bump, say, a camel to the top if you've got another one dropping from the sky. However, simply stacking the shapes for the sake of it isn't all there is to it; there's also a quite exhaustive list of power-ups – or Goodies as they're known here. Match enough animals of the same ilk, and you'll get something useful, like a green coin, worth fifty points (getting a high score, obviously, is the name of the game). There are also all kinds of bombs which rearrange your stacks of animals by blowing out a shape at a certain point in the

THIS IS HOW WE ZOO IT

Your step-by-step guide to doing things the *Zoocube* way.



At the start, you have a clear cube with no animal bits attached to it. There's no rush to rotate it; simply let the first couple of animals settle on different facings – and, if you get bored, you can speed things up by holding down the A-button.



Of course, if you're getting loads of different animal parts, you'll soon fill up your cube. What you want to be doing is getting the same animals to stick together – so rotate the cube so that, say, a camel hits a camel, a tiger hits a tiger, and so on. Difficult, eh?



Manage to hit an animal piece with another matching one, and they'll disappear, accompanied by the appropriate comedy effect. If you've built up a stack of animals, you can get the one you want to the top by cycling through with R.




If you're really clever, you can use this function to get more than one animal to disappear at the same time. And remember that you get Goodies from matching animals, which will improve your score or help you with stacking.




△ **The backgrounds are uniformly pretty and varied, but they're just, well... backgrounds.**

△ **Can you see the animals? CAN YOU? No, neither can we. Guff.**

> **HILARIOUSLY, WHEN YOU MATCH SHAPES A RUBBISHLY ANIMATED ANIMAL HEAD APPEARS, MAKING THE APPROPRIATE ANIMAL SOUND**

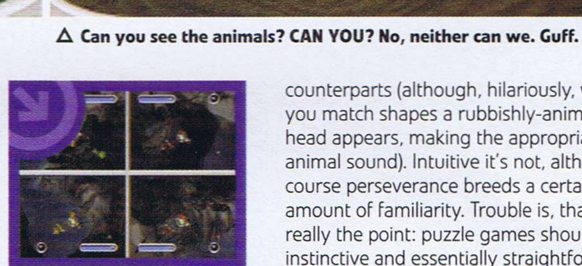
stack, or there are Mutators, which speed things up or slow them down, or generally monkey around with shapes. Indeed, there's loads of objects to find that have a different effect, and given that there's 36 animal shapes, that's plenty to uncover. In the four-player game the bonuses allow serious amounts of opponent-nobbling.

ANIMAL TRAGIC

So, it all sounds like a solid, well-thought-out game, and one that's agreeably different in style. But despite looking refreshing and intriguing on paper, *Zoocube* is ultimately a bit of a chore. The presentation is terrible – the cube itself is tiny, so it's sometimes confusing finding the side you want. And given that there are six sides to the cube, and therefore six directions that the animals can come from, often you end up frantically twiddling the analogue stick and shouting at the screen as you try to get the right side. And the animals aren't animals, but shapes coloured roughly like their real-life counterparts (although, hilariously, when you match shapes a rubbishly-animated head appears, making the appropriate animal sound). Intuitive it's not, although of course perseverance breeds a certain amount of familiarity. Trouble is, that's not really the point: puzzle games should be instinctive and essentially straightforward – with *Zoocube* you're having to contend with a ludicrous premise, not-very-well-drawn animal parts, and the tiny central cube. And, worst of all, it doesn't invite you to keep on playing. Quite the opposite, in fact. After a short time, you tire of its fiddly challenge.

Because of that, *Zoocube* can only be classed as a disappointment. It's frustrating for all the wrong reasons – a huge barrier to player-absorption – and it does nothing to maintain your interest. Beyond the mooing.

JES BICKHAM



MULTI MANIA

You've got to give PuzzleKings credit for utilising all the controller ports on the front of the Gamecube, as Zoocube can cater for the full four players. This is where the Goodie system really starts to work, as you can really nobble your opponent. There's also a fairly entertaining two-player co-operative mode which sees you swapping pieces. Not too bad, then.

+

- Novel concept.
- Loads of 'Goodies'.
- Four-player mode is *quite* good fun.

–

- Unfriendly.
- Too fiddly.
- Nowhere near intuitive enough.

IF YOU LIKE THIS...
Super Monkey Ball
Sega
NGC/67 88%
Not technically a puzzler, but fun nonetheless.

4 VISUALS
Nowt to write home about. See those animal heads roar! *Gnurk.*


4 SOUNDS
Average enough 'tunes' and truly terrible animal 'noises'. What a shocker.


5 MASTERY
The four-player mode is the single nod to the power of the Cube.


5 LIFESPAN
Persevere and you might eventually enjoy. But probably not.

VERDICT

It's not that *Zoocube* is such a bad idea for a puzzler, just that it's hobbled by poor execution and a lack of instinctiveness.





"If you're sick to death of realism, *Red Card* could be just the ticket"

BULLET TIME

There's only one thing that can compare with the feeling of removing someone's larynx with your Adidas Predators, and that's unleashing the game's Matrix-style goalscoring special. See 'Slow down' over to the right for more details.

TURBO POWERED

Keep half an eye on this: once it's full, you can activate the Turbo, allowing you to bypass even the paciest defences with a tap of R.

THE REAL THING

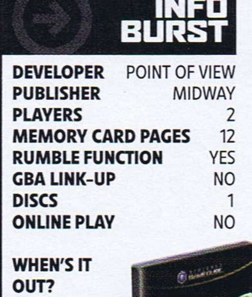
Animation is of a high standard in Red Card *but, like the NFL Blitz games, everything – even down to the basics – is exaggerated just a touch. Lobs can be floated and dipped, overhead kicks are the norm, and free kicks are relatively simple to score from. It does, at least, makes for exciting games.*

TACKLE OUCH

Red Card *is no* ISS, *and when you see what you can do in terms of tackling, you'll understand why. Very few challenges are outlawed and very few body parts go untouched – chest, groin, heads, you can have them all with a simple tap of B or – for those with a real bloodlust – L and B. Use the camera option to get in close and appreciate it.*

RED CARD 20-03

Legs eleven! Do for limbs, don't *ever* play the ball, destroy opposition defences with your studs – and all in a cunning Zidane-like disguise…



INFO BURST

DEVELOPER	POINT OF VIEW
PUBLISHER	MIDWAY
PLAYERS	2
MEMORY CARD PAGES	12
RUMBLE FUNCTION	YES
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

WHEN'S IT OUT?
Red Card will be out in the UK by the time you read this – in the US now.



COST: £40

GET INTO THE GAME

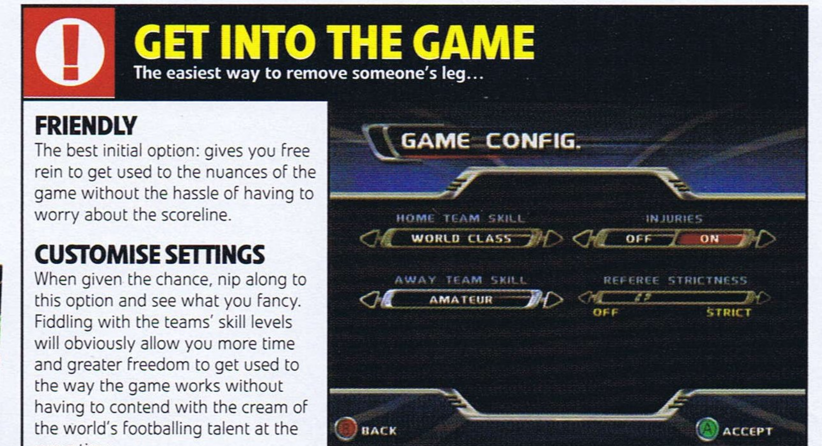
The easiest way to remove someone's leg…

FRIENDLY

The best initial option: gives you free rein to get used to the nuances of the game without the hassle of having to worry about the scoreline.

CUSTOMISE SETTINGS

When given the chance, nip along to this option and see what you fancy. Fiddling with the teams' skill levels will obviously allow you more time and greater freedom to get used to the way the game works without having to contend with the cream of the world's footballing talent at the same time.





Make no mistake about it, *Red Card 20-03* is built around one key gimmick: the ability to chop down opponents, Vinny Jones-style, without incurring the wrath of the referee. Go for the knees, go for the groin, go for the chest, even go for the head – in this game, no one's fussy and no one cares, least of all the officials.

But if you thought that was all *Red Card* could hope to offer, you'd be wrong: it *does* rely heavily upon its ability to accurately animate someone being scythed down at full pelt, but it also bolts on a surprisingly quick-fire engine and a neat, tidy passing game. In fact, EA Sports and *FIFA* could learn a thing or two from watching this in action.

The decision you've got to make, before you pick *Red Card* up off the shelves, is what kind of football game you're after. If it's one



DIDN'T EVEN SMELL IT

Goals aren't Red Card's strongest suit: most of them look pretty much identical and, because the goalies are generally pretty rubbish, even the most hopeless of shots stands a chance of hitting the back of the net. More interesting is the ability to use the C-stick to curl balls from set-pieces. This takes some practice but the end result is well worth it.



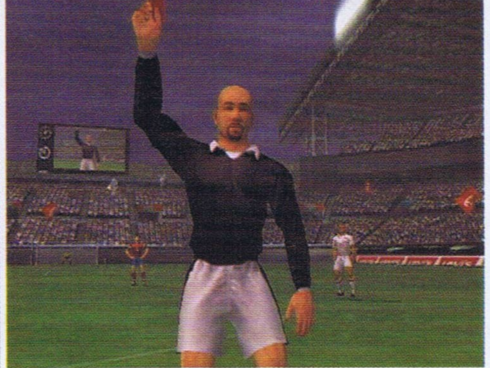
DID YOU KNOW? One of the worst footballing injuries *ever* was David Busst's against Man Utd on 4th April 1996. The Coventry player's career was ended when he collided with Denis Irwin. It was so bad, in fact, that Peter Schmeichel had to receive counselling after the game.

RED CARD 20-03

Leg removal and passing combine in Midway's chop-'em-up

△ Van Nistelrooy looks like he's been out in the sun too long. Still, can't argue with his treatment of Carsten Jancker.





△ You can get away with a lot in *Red Card*, but the referee won't always put up with your attempts at GBH.





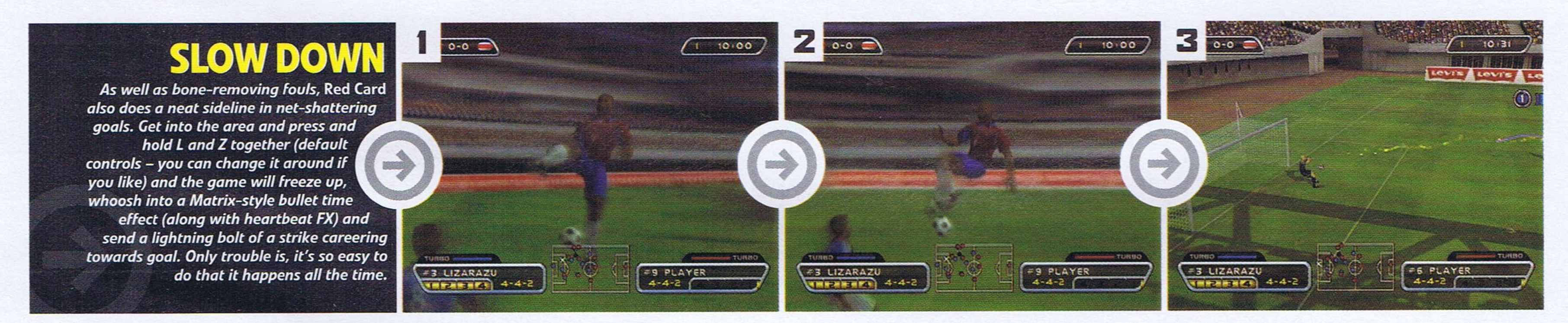
△ Set-pieces are fairly simple in *Red Card* if you master the C-stick. C-STICK!



△ The players are deliciously chunky. Some, like Zidane, even look like the real thing.

SLOW DOWN

As well as bone-removing fouls, Red Card also does a neat sideline in net-shattering goals. Get into the area and press and hold L and Z together (default controls – you can change it around if you like) and the game will freeze up, whoosh into a Matrix-style bullet time effect (along with heartbeat FX) and send a lightning bolt of a strike careering towards goal. Only trouble is, it's so easy to do that it happens all the time.



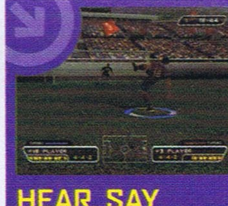
"THERE'S NO MISTAKING RED CARD IS GEARED UP PRIMARILY FOR CARNAGE AND LEAVING OPPOSITION PLAYERS NURSING BLOODY STUMPS"

that's going to run and run and run, offering you bigger and better rewards the more you play, your best bet is to seek out *ISS*. If you're sick to death of realism and fancy something more simple, more linear and, certainly, more amusing, *Red Card* could be just the ticket – this, after all, is a game so simple it takes mere seconds to master.

KNOW THE NAME

The first thing that will surprise you about *Red Card* is that it has a proper FIFA licence, allowing use of real player names – quite a result for a game that pushes fantasy ahead of everything else. In fact, this is part of *Red Card*'s charm: seeing shy, retiring players like Zidane or Raul launching themselves into waist-high challenges in digitised form is entertaining stuff. At least for a while.

More surprising is that, as well as some tear-inducingly realistic maiming, there's also a great little passing game. One-touch football is a real possibility, and the game is intelligent too – matches aren't played only



HEAR, SAY

The commentary in Red Card is among the best we've ever heard. Okay, so it repeats fairly quickly, but in terms of quality, it's excellent. The main banter is performed by Simon Brotherton of Radio 5, but Chris Kamara also turns up for a laugh. It certainly beats the muck that ISS used to wheel out and FIFA's apparent insistence on recording John Motson and Andy Gray in a cave.

on the wings, as in *FIFA*, and so games aren't ever won using the same tactics. Instead, your front players create space and make runs, leading to some attractive attacking football. In fact, you end up wishing there was more on offer than just a basic passing and shooting repertoire. With a few more moves and flicks, this could have offered a genuine alternative to *ISS* – one with a less impressive footballing 'feel', certainly, but a better, more enjoyable alternative than *FIFA*.

KICK AND GUSH

That said, there's no mistaking that *Red Card* is geared up primarily for carnage. Until you become used to the way the passing game ticks, you'll find yourself being caught in possession constantly and, more relevantly, left in a heap on the floor nursing a bloodied



"Eventually you become tired of being mowed down"



YEEEOUCH!

Socking it to your opponents is pretty simple: B selects the player nearest the ball and A unleashes a shin-high cruncher. However, if you really want to do some damage, pressing L in conjunction with B will produce the more lethal finishers – including head-high challenges.



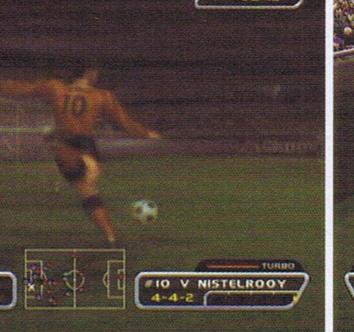
△ It's cold, it's snowy – the last thing you need is one of these little beauties.



△ Petit looks on as Zidane does what he does best. Er, in *Red Card*, anyway.



△ Whoosh! Hit L and Z and it's time to take the red pill...



△ The camera swoops round Van Nistelrooy and – BINGO!



△ The man from Man U hammers home a finish of note.

"THE CRUNCH THAT COMES WITH EVERY TACKLE IS SATISFYINGLY NASTY, AND THE BETTER YOU GET AT TIMING, THE WORSE IT BECOMES"

stump. Initially this is hugely appealing: the crunch that comes with every tackle is satisfyingly nasty, and the better you get at timing tackles – and mastering the ultra-violent L and Z combo – the worse your opponent ends up getting it. What's worth remembering, though, is that the CPU is just as adept at tackling as you – even more so, in fact. If you don't learn how to out pass an opponent, you might as well pack your bags and go home. Such is the emphasis on bad tackles that, in some matches, you find you are doing, and contending with, little else.

CRY FREEDOM

Unfortunately, you eventually become tired of being mowed down from behind just as you drift into view of the area. Eventually, you just wish for a couple of seconds of freedom to spread the play, or slice a back four wide open with a through ball. Sadly, *Red Card* doesn't allow you to get inventive, or try something spontaneous. The passing game might be fantastic, but you'll very rarely get the opportunity to *really* use it. If you're quick-fingered enough, it can come in useful, but against the CPU it's pretty useless as they're too good. Against another human opponent, it's slightly different, but against another *accomplished* human opponent the problem gradually surfaces once again.

And that's the biggest disappointment: *Red Card* is a thoroughly polished, proficient football game, it's just weighed too heavily in favour of tackling. Its gimmick swamps everything else to the point where you gradually find yourself getting narked off. Worse, you end up playing it in bursts – when the basic game deserves much more.

TIM WEAVER



CUSTOM MADE

Red Card allows you a degree of freedom when it comes to looking after your team. You can customise any existing side, messing around with the stats and increasing players' skills in different areas. As an example, we made Emile Heskey into a decent forward, knocking down his defensive stats and increasing his attacking ability. Amazing.



- Crunchingly violent, satisfyingly nasty tackles.
- Neat passing game.
- Proper FIFA licence.



- Simply, too big an emphasis on tackling.
- Not enough variation in goalscoring.



IF YOU LIKE THIS...

ISS 2
Konami
NGC/68 83%
It's not perfect, but it's the best football game on the Cube.





7 VISUALS
Excellent animation – especially in the tackle – and realistic players.

9 SOUNDS
Probably the best commentary we've ever heard. Seriously.

7 MASTERY
Technically, it's sound, and it all moves at a real pace. Pretty good.



7 LIFESPAN
You can't avoid the tackles. Question is, can you live with them?

VERDICT

It looks like a one-trick pony and eventually ends up being one – but, in between, *Red Card* is a thoroughly enjoyable footie game.









△ Whack into his gob as quickly as you can.



△ Kick the football at these blocks to smash them.



△ You can only beat enemies by using your ball.



△ The levels may be basic, visually speaking, but it's surprisingly good fun to play.

GO GO BECKHAM

Platforming fun with baby Golden Balls? You betcha…

INFO BURST

FORMAT	GBA
FROM	RAGE
PLAYERS	1
SINGLE-CART	
LINK UP	NO
SAVE	PASSWORD
OUT	NOW
COST	£30

It's not every month that we find ourselves voluntarily drawn into a third-party platformer. We've got so many under our desks at the minute that the office floor is in serious danger of buckling. So it's with some surprise that *Go Go Beckham* – a title we'll admit we dreaded the sound of from the minute we first heard of it – is actually very good.

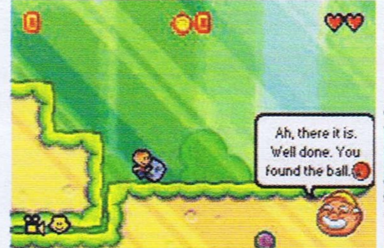
Developed by Denki (the folks behind the superb *Denki Blocks* puzzler), you take control of a cartoon David Beckham (for it is he), and, armed only with a magic football, you leap and kick your way around some simplistic platforming levels. Visually speaking, *Go Go Beckham* is in exactly the same style as *Denki Blocks*, with sweet, simple artwork and sprites plunged into some very basic-looking, yet wickedly designed levels.

"BECKHAM HAS TO PERFORM ALL HIS ACTIONS USING ONLY A MAGIC BALL… IT'S WELL IMPLEMENTED"

The premise itself is simple enough. You control little Beckham and have to run through the levels from beginning to end. To open the exit, you have to boot your ball into the set number of locks hidden away in every level. On your way you also have to collect coins, eggs and gems, while defeating the many enemies roaming around. The catch though, is that all these actions, bar jumping, have to be done with Beckham's magic ball. This acts as both a weapon and a means of bashing through blocks and collecting… erm, collectable things.

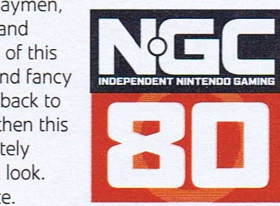
So why do we like it so much, then? Hard to say. It's very simple in design, the ball-control aspect, while not exactly new, is well implemented, and it adds an innovative slant to the game as a whole. More importantly, though, after just a few minutes you'll be unable to tear yourself away from it, mainly because it's so smooth and so much fun to play.

So if you consider yourself something of a platforming aficionado and are sick of the Raymen, Spyros and Crashes of this world and fancy getting back to basics, then this is definitely worth a look. Very nice.





△ This old chap (Bryan Robson?) gives you a brief tutorial at the start to help out.



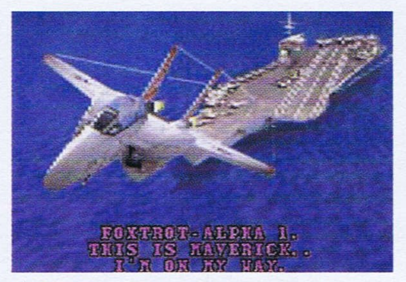


DID YOU KNOW? England captain David Beckham wears a new pair of football boots for every game he plays. Each time it sets him back 300 quid. Expensive for us plebs, but for a guy who earns £80,000 a week, pocket change.

This month's sack o' GBA games dumped on two pages



Δ It looks like *Desert Strike* and it pretty much plays like it, too.



Δ Stills like this add little to the 'story'.



Δ Snow levels make no difference to flying.



Δ Landing allows you to refuel before taking off for another assault.



Δ Take out tanks quickly to avoid death.

TOP GUN FIRESTORM

A middling *Desert Strike* but with planes.

INFO BURST

FORMAT	GBA
FROM	VIRGIN
PLAYERS	1
SINGLE-CART	
LINK UP	YES
SAVE	ON CART
OUT	NOW
COST	£30

If it accomplishes nothing else, the threat of war is always good for a fair few publicity japes in the gaming world. Whether the furore over *Cannon Fodder* on the Amiga, or *Desert Strike*'s oh-so-controversial decision to base its plot vaguely around the Arabian Gulf ker-fuffle with Saddam, countries in dispute have always been a game designer's playground.

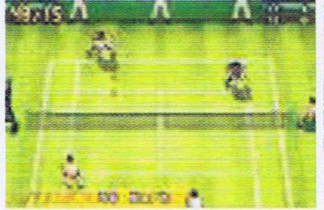
Alas though, *Top Gun Firestorm* doesn't allow you to go one-on-one with those crazy Venga Boys-loving lads in the Taliban. Instead, it's a retro-warp back to the days of the 80s when Tom Cruise would make his contribution to fighting the Communist hordes by starring in big-budget action films with romantic sub-plots. Which roughly translated, means 12 scenarios of isometrically scrolling search-and-destroy missions punctuated with sporadic dogfights.

And as far as it goes, it's all decent stuff: the plot is illustrated with those digital images that are fast becoming standard eye-fodder on the GBA; there's an introductory 12-step programme to school you in the ways of flight and combat; and blowing enemy bases up always leaves you feeling fine and on top of the world.

The real problem stems from the fact that, on first impressions at least, *Firestorm looks* like it's trying to be an update of *Desert Strike* and on that basis it underwhelms. But the key to enjoying the game is to embrace its much more superficial set-up: use your afterburners to move from one set of sitting-duck land targets to another, blow them up arcade-style, then partake in a spot of dogfighting after tea. And repeat.

There are no pesky strategic elements to get in the way of the fighting – it's all basic, decent fun.





Δ Even the multiplayer is average.



Δ Clay courts mean a slower game.

NGT

INFO BURST

FORMAT	GBA
FROM	WANADOO
PLAYERS	1-4
SINGLE-CART	
LINK UP	YES
SAVE	ON CART
OUT	NOW
COST	£30



Did you know that Tim Henman was born in 1974? Did you also know that his mug adorns the front of this oh-so-competent tennis sim? Both of which are about the most interesting things we could possibly tell you about Henners. As for the game? Well, it's top-notch on the presentational front, with an array of game modes and options, but the in-game experience is strangely soulless, and comes nowhere near the pace and playability of *Virtua Tennis* (coming soon to a GBA near you). So, it's perfectly competent but ultimately boring. Much like that tennis-playing robot born in 1974, then.







MANIAC RACERS

INFO BURST

FORMAT	GBA
FROM	KONAMI
PLAYERS	1-4
SINGLE-CART	
LINK UP	NO
SAVE	ON CART
OUT	NOW
COST	£30

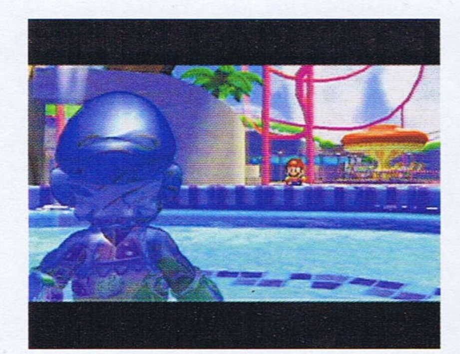


Now this was a turn-up for the old books: a 2D side-scrolling racer! Not since the days of *Dare Devil Dennis* in the hazy eight-bit home computer era have we got our game on in this fashion. Actually, a more modern comparison would be *Sonic*, seeing that at times all you seem to be doing in *Maniac Racers* is accelerating forward and watching the pretty scenery buzz by. Indeed, the loop-the-loop sections cold be straight out of The Hedgehog's Green Hill Zone sections.

The real sticking point are the controls: pressing left or right on the D-pad causes your bike to tilt while in the air – unfortunately the tight turning circle results in things being a bit of a lottery as to how you land. A shame – but for the finicky controls, this could have been ace.






△ There he is! The impostor face-to-face with Mazza himself. Who is he? Now that'd be telling…



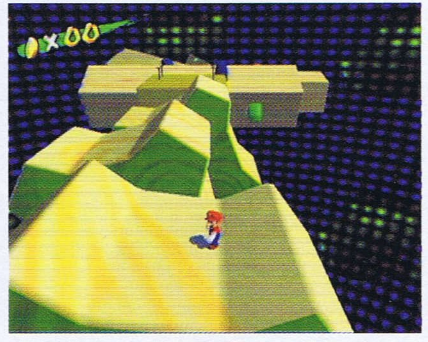
△ One of our favourite activities, this. Climbing the highest point in the level is entertaining on its own, but it also lets you get a great overview of your surroundings and spot stuff you might have missed.



△ Many of the game's locations can only be reached with the proper backpack equipment.



△ Awesome. Entering Pinna Park for the first time, you'll be treated to this sickening ride.



△ Devilishly hard to negotiate, you'll be tearing your hair out over these classic old-skool sections.

INFO BURST

DEVELOPER	NINTENDO
PUBLISHER	NINTENDO
PLAYERS	1
MEMORY CARD PAGES	7
RUMBLE FUNCTION	YES
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

WHEN'S IT OUT? Looking at September/ October over here – about now in the US.

COST: £40



SUPER MARIO SUNSHINE



The undisputed king of platforming returns after six years! Has he still got what it takes to defend his crown?

GET INTO THE GAME

Your mini-guide to getting instant satisfaction in the sunshine.

DON'T WAIT, JUMP IN!

There are no 'extra' modes for you to have to muck about with in Super Mario Sunshine – so just dive on in. The opening section of the game (which takes place at the island's runway) plays out almost like a mini-tutorial, introducing you to the backpack and the basic aiming and jetting skills. When you start the game up properly, you end up in the central hub. Simply look out for the nearest oily slick and clean up the mess. Once this is done you can then warp to your first level.





An event like this needs no introduction. If you're anything like us, then you've been eagerly anticipating this day ever since you managed to grab the final elusive star in *Mario 64*. For us, that was six years ago – six long years without so much as a 'woo-hoo' a 'ha-HA' or an 'okey-dokey' to satisfy our insatiable thirst for a proper Mario sequel.

Okay, so since then we've had (among others) *Mario Kart*, *Paper Mario* and *Mario Tennis* – all great little games in their own right, but hardly the same. A *real Mario* title should be about the man himself. The lovable lone plumber, ready and willing to obey one skilled thumb and four eager fingers. It should be about the relentless pursuit of seemingly unobtainable goals, of surviving



"You'll be captivated by an absolutely magical world"

COIN METER
This meter tells you how many gold and blue coins you have and how many Shine icons you've collected. Enough coins and you'll get an extra life.

ENEMIES
Can be dispatched with a squirt of water or by bouncing on them. Many enemies spew the mess that pollute the island.

LIFE METER
Tells you how much life you have left. If all the sun's rays are extinguished, you die. This also doubles up as your air meter when underwater.

ENVIRONMENTS
Like giant playgrounds for you to leap about on. Keep your eyes open for the many ledges or walkways that lie around, they often lead to alternative routes or even secrets.

WATER METER
This lets you know when your backpack is going to run out of water. To refill it, just get into the nearest body of water and use the pump to fill the pack back up by pressing R.

MARIO
It's Mario! Learn his capabilities quickly. The better you are at throwing him around the levels the better the rewards. Remember to keep him active by exploring to the best of your abilities.



strange environments, defeating surreal opposition with the most unlikely of weaponry and with the most ludicrous levels of agility and boundless amounts of energy. But most important of all, it's about being captivated by a world so magical that no matter how trivial the task or difficult the challenge, you can't help but strive to finish it – even if it demands unhealthily irregular sleep patterns and an anti-social timetable. It just *has* to be done.

All these traits have – with the exception of the *Doki Doki Panic* (*Super Mario 2*) rehash – personified Nintendo's 'proper' *Mario* titles. Of course, they're all an integral part of an extremely high-quality platforming package. They're the reasons why Mario is so well known and loved, and the reasons why the expectations of his new games is so ridiculously high. They're *always* good. And thankfully, that's something that's not about to change with *Sunshine*.

BACK TO BUSINESS

Taking a break from the Mushroom Kingdom, Mario, the Princess and her entourage of faithful toads are on a well-deserved holiday away from battling Koopas. Their destination is Dolphic Island, a sunny paradise populated by peaceful folk intent on the happiness of their visitors. Arriving at the island, Mario and Peach's plane encounters a patch of slimy goo covering the runway. After cleaning up the



GRAFFITI

This is the mark of the impostor and comes in two different kinds. The first is the 'M' graffiti, which releases blue coins when washed off. The other type are symbols, which when washed, release a blue coin somewhere in the level. It's up to you to find out where it is and grab it before the time runs out.

MARIO'S NEW WORLDS

There are loads of worlds in *Mario Sunshine*, and hidden away inside those worlds are yet more mini-worlds to test your skills in. Here's a handful of them…



BIANCO HILLS
The first level. Rolling green hills, windmills and a quiet little pond are its main features, but it also has criss-crossing elastic tightropes that span the level. Bounce up these for a stunning view of this lovely level.



RICCO HARBOUR
This is mental and a little intimidating at first, because there's so much to get to grips with. Set in a dockyard, there are loads of gantries and mesh fences to climb up, with some tricky high-rise girders to negotiate.



MAMMA BEACH
Paradise. A vast open beach gives way to a huge tower, high cliff paths, and three giant solar panels boasting the most breathtaking mirror effect you'll ever see. There are even coral reefs teeming with fishies.



PINNA PARK
Another vibrant mix of crazy architecture, towering structures, and a big wheel providing some stunning views of the level. The best bits, as with any funfair, are the rollercoaster and the vomit-inducing pirate ships.



MARE BAY
Gorgeous. Starting at sea level, you're faced with a cliff-face littered with caves and secret tunnels. Stone blocks etched into the cliff act as buttons which morph the cliff face into a series of even more complex ledges.



MONTE VILLAGE
Not the easiest place to find (you need specific pieces of kit to get here), it's a dark and surreal place full of neon mushrooms and giant roots. Look out for the fiery red bow-wows that leave burning lava in their wake.

mess and defeating the piranha plant inside it, Mario and co are detained by the island's police. It turns out that all this mess is the doing of a portly little man with a bushy moustache, who has not only polluted the island, but has sprayed his initial on walls all over the resort too. All the evidence points to Mario, who, despite protesting his innocence, is sentenced to clean up the entire island – and so his adventure begins.

Naturally, the plot is of little importance, but it's intriguing to see that this particular *Mario* game has a lot more story to it than usual. There's more in-game speech than ever before, with Mario chatting to the island's inhabitants, while cut-scenes frequently kick in to introduce levels and developments regarding the mystery of Mario's impostor. There's a greater sense of involvement in *Sunshine*, as it feels as though you're actually taking part in an adventure rather than just relentlessly tackling new levels. This feeling is also helped by the fact that the central hub of the game is a vibrant seaside town rather than a (mostly) deserted castle. Much of your time can be spent exploring this vast area, rooting out clues and secret areas to assist you in your quest.

"THE PLOT IS OF LITTLE IMPORTANCE, BUT IT'S INTERESTING TO NOTE THIS HAS MORE STORY THAN USUAL"

Appearances and size aside, this central town area acts very much like the castle in *Mario 64* as it's from here that you access individual areas on the island. When you first arrive, you'll notice more messy goo bubbling in certain key areas. By



IMPORT
Got an import Cube and worried you won't understand what's going on? Well, gameplay-wise, it's not too difficult. There's a lot of chatting with the locals for tips, but it's normally fairly easy to figure out what you have to do anyway. Also, the cut-scenes between levels are all voiced in English.



"Mario can feed Yoshi fruit so he can vomit juice over enemies"

ANATOMY OF A PLUMBER

Getting to grips with Mario's physical abilities is the key to success. Here's a crash course on how *Sunshine* Mazza works…



EYES

To adjust your viewing angle, you use the C-stick. As in Mario 64, you can also get a first-person view letting you look around the level as well as helping you with your water cannon accuracy. The C-stick itself lets you raise and lower the camera and rotate it around Mario as you please.

HANDS

More important to Mario than ever before, they save him from falling, allow him to carry goodies and help him climb the many fences dotted around the island.

GRAB

This ability can be used for carrying objects such as fruit to an awaiting Yoshi egg or – more importantly – can be used for throwing objects such as bombs at certain bosses.

CLIMB

Simply jump at a tree or section of mesh and Mario will hang on, allowing you to climb where you want to go. On the mesh, Mario can even punch enemies or spin gates.

HANG AND SWING

If you just miss a jump, Mario can hang on to the ledge and pull himself up over the edge. If you perform this manoeuvre on the elastic tightropes, Mario can swing on them.

WATER

Of vital importance in Sunshine. You'll need your backpack for cleaning, battling and puzzle-solving. Simply dive into water to fill it up.



SPRAY
Has many uses including cleaning up oily slicks, defeating bosses, knocking switches and watering plants. Use it when Mazza's standing still for greater accuracy.



JET-PACK
Another that has many uses. Best used for maintaining height in the air and for crossing chasms. Can also be used for cleaning and swinging on the elastic tightropes.



JET BOOST
Needs to be found and then earned. This charges up your pack and releases a massive boost sending you rocketing up in the air. Best used for getting loads of altitude fast.



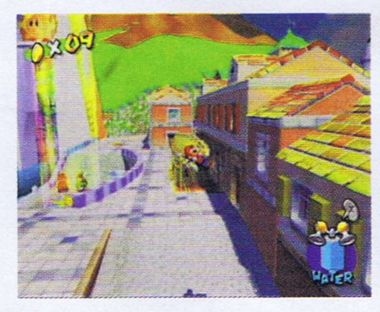
PROPELLER
Awesome. Charge it up and you can send Mario speeding across both land and water. If you need to get anywhere quickly, this is attachment is as good as you could hope for.

REAR END

This can not only be used for bashing enemies, crates and sewer hatches, but it's also for sitting on Yoshi. When he's riding his trusty steed, he can feed Yoshi fruit via his tongue so that he can vomit his belly juice over any threatening enemies.

LEGS

Without these Mario would never have got where he is today. As ever, he's a sprightly little chap with a killer line in crazy jumping abilities. Here's what to expect…



FLIP
Gives you the extra height of the Spin Jump, but without the predictability. Simply dash one way, then tug back in the opposite direction and jump to flip Mario over.



TRIPLE JUMP
Exactly like in Mario 64. By tapping the jump button as you land three times in succession, you can send Mazza arcing long and high through the air.



SPIN JUMP
One of the best jumps in the game when it comes to gaining height. A 360° rotation of the analogue and A sends Mario rocketing upwards – best used together with the backpack.



WALL JUMP
Again, an old favourite returns. This technique allows Mario to jump up back and forth between two adjacent walls. A fantastic way of gaining height in enclosed spaces.

"On Gamecube, Mario's world looks so much more vibrant"



△ Swimming isn't as graceful as it was in *Mario 64* as he keeps bobbing up to the surface. Pity, because underwater looks great.



△ The jet-pack spray is great for getting some distance on your jumps without losing height. It will also save you from falling.



△ There's no denying it – Nintendo have come up with a stunning game once again. What you can't see here is the gorgeous undulating water effects and shimmering heat-haze. *Mario Sunshine* is full of these little areas that look so lovely it warms your very cockles. Brilliant.

SURF'S UP

This is great. You'll get plenty of opportunity to go surfing in Sunshine, but the first time is always the best. After picking up a few stars on Ricco Harbour, this bloke lets you ride his squids around the harbour. Look out for a little cave at the end of a line of coins. Win the challenge inside, and you'll get a Shine icon for your efforts.



cleaning this mess up, a feature that was previously covered by the goo rumbles out of the ground to reveal a portal to a new area. Spray the portal and jump into it, and Mario warps to his destination in exactly the same way that the castle's paintings work in his previous game. When you've made it to the new area you're treated to a fly-by of the level (which also gives strong hints as to where you have to go), and from there it's a good old-fashioned Star – or in this case 'Shine' – hunt.

With each new Shine that you find, you get kicked out of the level. When you return to that level you get a choice to continue the story. Stories you've completed are indicated by a full Shine icon; the level you have yet to



STRETCHED

As we've said before, Mario Sunshine has a wonderfully tactile quality to it. One of the best examples of this is when you have to battle this octopus. By grabbing hold of a tentacle and pulling back, you can stretch the rubber appendage until it snaps off. The whole process of pulling it feels remarkably realistic.

NGC FIELD OF PLAY
Mario's finest moment spelled out for you...

EXPLORING
Great in Mario 64 – amazing in Sunshine. There's so much freedom and so many different approaches that everyone will have a different way of doing things. With so many environmental features to exploit to your advantage, you'll always be improving your skills.

SURPRISES
Inside every level and within every story there are new and unexpected events to cause and things to interact with. One of our favourites is this rollercoaster, where you fire missiles at a giant, fire-breathing mechanical Bowser.



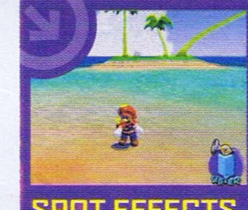
do is indicated by a see-through Shine. When you choose this, the fly-by at the start of the level changes focus, while the environment itself undergoes minor changes that correspond to your new challenge. As you gradually collect more stars, events happen in the central town that allow you to open portals to new levels.

> **"YOU'LL FIND IT VERY HARD TO LEAVE LEVELS – YOU'LL WANT TO RUN AROUND AND EXPLORE EVERY PATH"**

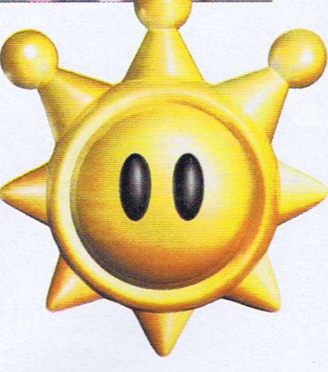
THE COLOUR OF FUNNY

On entering both the game's central hub and each individual level, the first thing that strikes you is just how bright and colourful the game is. Now this is nothing new in a *Mario* game – but on Gamecube everything is that much cleaner and that much more vibrant. Furthermore, the level of activity in every new area is incredible. It's one of those games that no matter where you walk, you've always got that feeling that you're missing something back where you came from. The main reason being that wherever you go there's always something going on in the periphery of your vision. Whether it's an enemy on a faraway ledge or a tiny doorway on a seemingly unreachable cliff face, there's *always* something to distract you from your current goal – and it's in this respect that *Mario Sunshine* excels itself. It's the first game we've played in ages that, after entering the first level, found very difficult to leave because of the fact that we still wanted to explore every wall, path and building we could find.

This need to explore, as is so often the case with Nintendo's in-house games, is not only a joy in itself but it reaps great rewards. Take the first level, Bianco Hills



SPOT EFFECTS
While some of the textures are a little lacking in places, in other areas Mario Sunshine really outdoes itself. Worth a special mention are the mirror effects on the solar panels at the beach, and the amazingly fluid oil and water effects. In fact, the water effects are amongst the best we've ever seen. Ever. You need to see 'em.



THE FANTASTIC FIVE

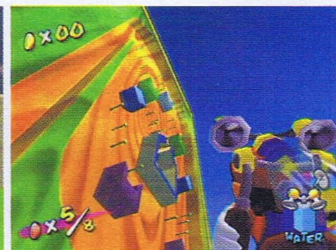
Five reasons why this *Mazza* is the best yet…











VIEWS

Definitely number one. On so many occasions you'll find yourself simply trying to get as high as possible in order to look at Mario's beautiful surroundings. Just one trip up to a level's high point reminds you of just how much freedom you have.

PUZZLES

Nothing too taxing here – they're all very simple, in fact, but it makes playing just that little more satisfying. They normally require you to use your pump for tasks such as filling jars full of water to act as a counterweight for a lift.

YOSHI

You have to earn the right to get Yoshi out of his egg, but he's back! What's more, he's back in his rightful place – between Mario's legs (Ahem – Ed) – and he can now projectile-vomit juice and spit his tongue even farther than ever before!

OLD-SKOOL ACTION

Sometimes you'll get warped to these sub-sections for a Shine. Stripped of your backpack, you have to negotiate mini-obstacle courses that rely on pure, basic gaming skills. Hard, but you'll feel like a king having beaten them.

IMAGINATION

Nintendo games, more than any other, have this in abundance, and Mario Sunshine is no exception. Giant pachinko machines, huge birds made from sand (seriously), morphing cliff-faces and awe-inspiring level design.



△ The game's levels often change appearance.



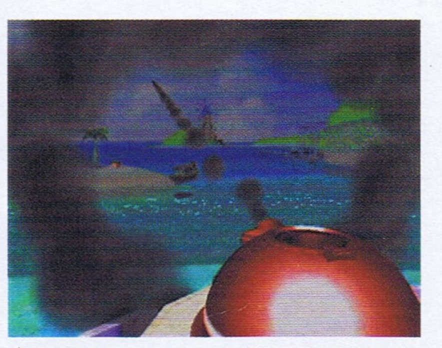
△ This maze of fences is extremely complicated.



△ The first-person mode lets you get a little perspective on your position, as well as allowing greater accuracy with the water cannon. Use it to clear enemies from faraway ledges.



△ Leaf + Spray = Boat. Absolute genius, full stop.



△ Open this cannon and you'll find a new island.



(Weeding at the Windmill in the E3 demo) as an example. Your first objective is to get rid of the piranha plant on top of the windmill, but on other visits you'll get to pilot a leaf over the river, inflate and shoot puff-balls at a vomiting boss, zoom around the environment with a propeller and chase down Mazza's impostor as he leaps around the village. All the while there's sludge to clean up, secret rooms to find, tightropes to bounce on, giant sails to spin, and plenty more besides. It's like being presented with a giant, multicoloured playground and a water pistol and left to your own devices.

CENTRAL CONTROL

The same can be said for every other level you unlock, and indeed the central hub itself – and it's not *just* because of the amount of things to do. Simply taking control of Mario is an absolute joy. Trying to climb tall buildings for no reason, smashing crates, swimming, hitching rides on boats and sliding down watery slopes is entertainment in itself. You can waste hours simply running around, ignoring your real objectives and indulging in the most pointless activities you can think of – the whole experience is *unbelievably* good fun. Part of this is thanks to the level of freedom on offer – Mario is so versatile and the environments so rich that you can tackle levels and situations from a number of angles. In one level, for example, the world is covered in hot lava and you don't have a backpack to clean it up. However, by dunking Mazza in the water and spinning

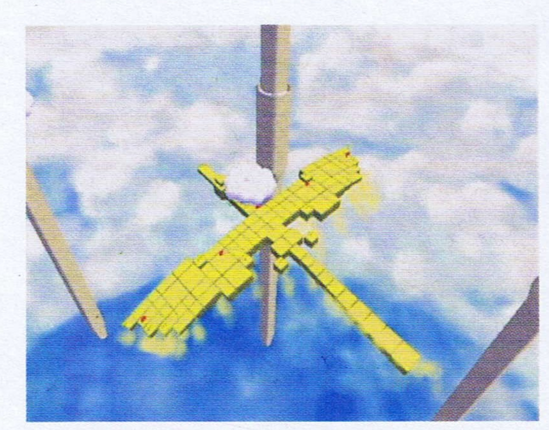


DÉJÀ VU

If you played Mario 64 then you'll remember many of the elements in Sunshine. In one instance you warp to a level by standing on a sun-pad and looking into the sun's glare. Throughout this game there are plenty of nods to past Mario efforts – even down to the use of classic SNES-era tunes. You're going to love it.

"YOU CAN WASTE HOURS RUNNING AROUND JUST IGNORING YOUR OBJECTIVES – IT'S FANTASTIC FUN"

△ Aaaah, so pleasant. The level of good cheer is phenomenal.



△ Just look at it. Only Nintendo could create a bird from sand.



HOW TO... WAKE UP WIGGLER

Going to Mamma Beach for the second time, you'll notice everything's not quite right. Best get investigating, then…



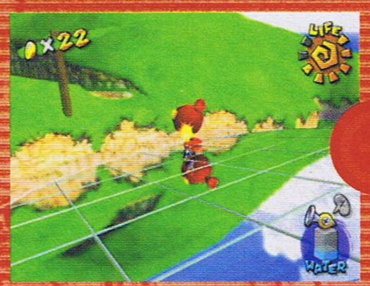
As usual, getting to a high spot lets you take in the situation better. In this instance, a load of enemies are wandering over the mirrors, redirecting the sun's rays.



Heading back down to the beach, it's time to put things right. By climbing onto a nearby tree, you can jump over to the mirror for a spot of cleaning.



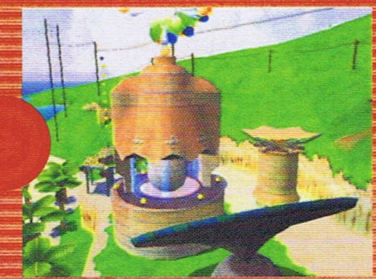
Face-to-face with the enemy, you have to run around on the mirror as it tilts and wobbles. Get enough distance from these guys and start aiming.



A hefty squirt with your nozzle and the enemies will get pushed back. Keep it up for long enough and you'll knock them off balance – sending them reeling.



Now's your chance. While these guys are upended, take the opportunity to jump and bottom-bounce onto the mirror. This will catapult the bad guys high into the air.



Rinse and repeat for all three mirrors and they'll be able to align themselves back to their original position. Once the sun's rays converge, old Wiggler will start to wake…



In a spectacular show of light, Wiggler gets a warming dose of UV. Don't expect him to be too chuffed with your wake-up call, mind. He'll get up with a stinking temper before rampaging across the beach. How you deal with him, though, is entirely up to you…



"You *need* to experience *Sunshine* for yourself"



Using his diving helmet, Mario can sink to new depths.



It's Yoshi! Vomiting on a Toad! Praise be to Nintendo.





These Dr Gadd boxes hold the extra nozzle attachments.

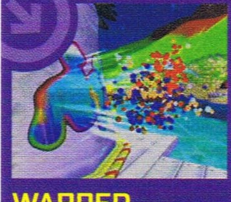


Even this high up, you can see the ground clear as day.

out over the lava, you can clean portions of the ground to stand on – even though you're not 'supposed' to. Helped by the tight controls, Mario has a very unique, tactile quality. Much like rolling and stretching putty, throwing a ball or playing with sand, Mario just *feels* right under you fingers. He feels like a tangible little man inside a beautiful, solid and consistent environment, and so chucking him off cliff-walls, bouncing him off buildings and plunging him into water is very much like playing with an extremely dynamic toy.

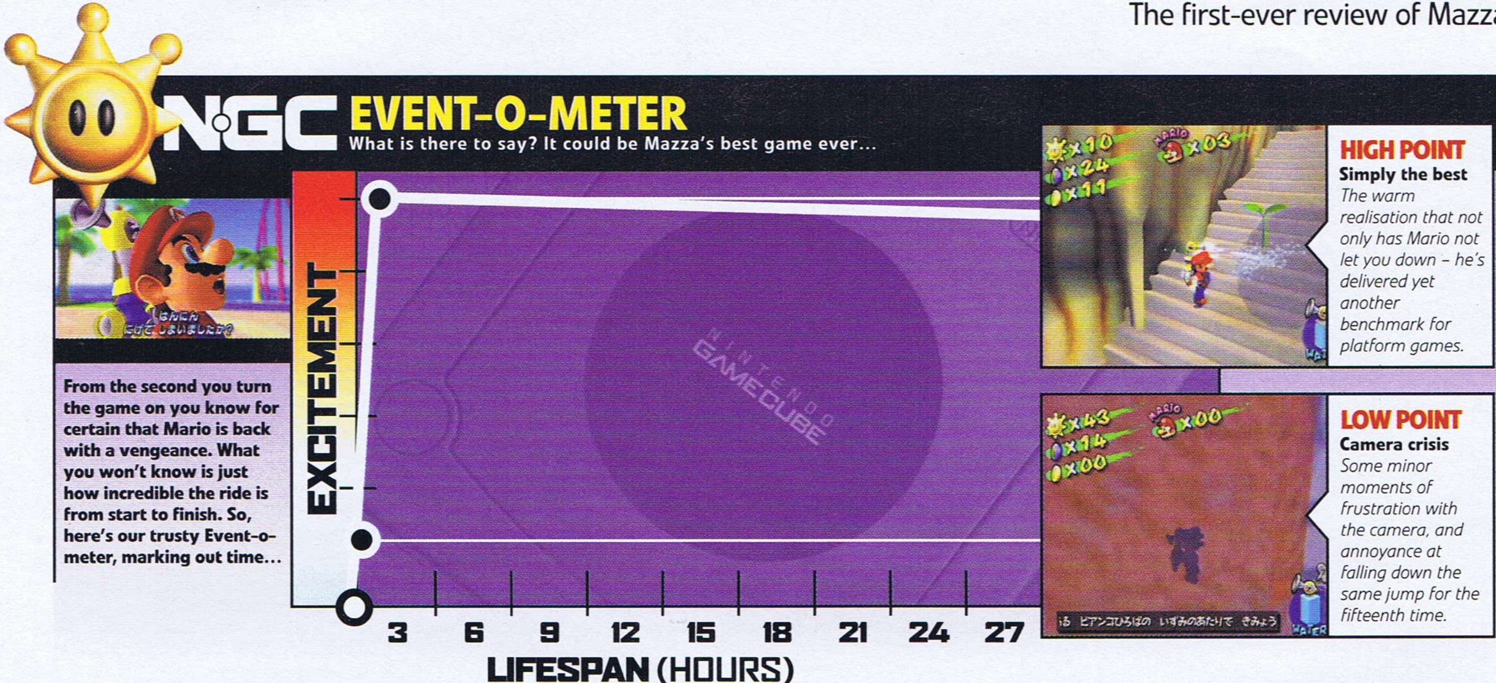
WATER SURPRISE

As we said before, the main structure of the game boils down to finding and collecting Shine icons. Each icon corresponds to a story (although there are many others to be found in the central town itself), and in order to get them you'll be required to undertake various challenges which, more often than not, involve you using your backpack in increasingly ingenious ways. Far from being just a gimmick, the backpack is integral to the game as a whole. Not only does it diversify your means of getting about, but it can be used to create secondary events. In one instance, you have to make your way up a sheer cliff-face. By squirting water on a nearby sapling, the sand beneath you begins to rumble and a giant flight of stairs rise under your feet. These kinds of surprises happen *all the time* in *Mario Sunshine*. Nothing is ever what it seems and



WARPED

Travelling around the island's locations is done via a warp system, like the paintings in Mario 64. You need to spray the multi-coloured 'M' graffiti at the entrance you find and then jump into it. Mario then diffuses into his composite colours and warps through the opening. Yoshi also dies like this too. Insane!







△ Mechanised Bowser in action – but who's inside?



△ The island town is bustling with activities and sights to see. Here, Mazza carries fruit to an awaiting Yoshi.

just when you least expect it, it throws something unexpected and magnificent into the mix, that's not only visually impressive but – more importantly – gives you something new to play with.

"MARIO SUNSHINE IS EVERYTHING YOU COULD HAVE EVER WANTED IT TO BE – IT'S ABSOLUTELY BLINDING"

But despite all these new sights and surprises, *Mario Sunshine* remains reassuringly familiar. You have the same old-school platforming sections, you still have the heartache of plunging to your doom after getting within a hair's breadth of getting a Shine icon, and, as ever, you still desperately want to come back for more. Even later in the adventure (when the difficulty is ramped up significantly) you never feel as though you're being unfairly treated and the fun rarely diminishes. The only real problem with *Sunshine* is that the camera can lead to confusion when judging distances. It doesn't quite live up to the one in *Mario 64*, but it can easily be raised, rotated or pulled back with the C-stick to compensate for a less-than-ideal angle. Certainly, it won't detract from your enjoyment of a quite magnificent game.

To be honest, we could go on for ages about every facet of *Sunshine*, but at the end of the day you need to play it yourself. The last thing we want to do is give away too much because there are so many delightful surprises – to have them ruined would be criminal. What we can say is that *Mario Sunshine* is everything you'd ever want it to be: happy, colourful, addictive, challenging, sprawling and beguiling. Any game that invades your dreams and has you humming its music on your way to work is worthy of the name *Mario*, and *Sunshine* does that and more. It's absolutely blinding.

GERAINT EVANS



THE SEWERS

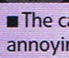
In Sunshine pipes have a secondary use to just entering levels. When Mario enters the sewer system below the hub, you see a silhouette of him as he travels under the surface. This system is best used for taking shortcuts across the town, and also for nabbing handy coins that are littered 'neath the town.



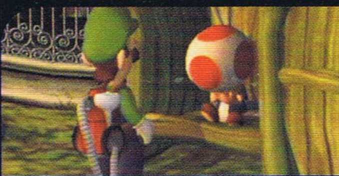
- The most fun we've had on the Cube so far.
- Awesome standards.
- Tight controls.
- So much to see and do.
- Genius pacing.



- The camera can be annoying at times.



IF YOU LIKE THIS...
Luigi's Mansion
Nintendo
NGC/67 90%
Mario's brother's new adventure. Great, but lacks the depth of this.





9 VISUALS
Not incredibly detailed, but packed with stunning effects throughout.



10 SOUNDS
Perfect. You'll be humming the tunes for weeks on end.



10 MASTERY
Genius. Brilliant level design, perfect learning curve and presentation.

9 LIFESPAN
You'll beat it and then you'll want to come back for more.

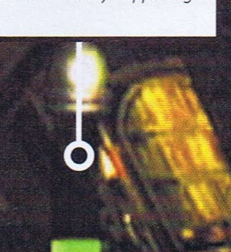
VERDICT
A pleasure to play from the second you start, as essential as air itself, and *everything* you'd expect from a *Mario* game and more.



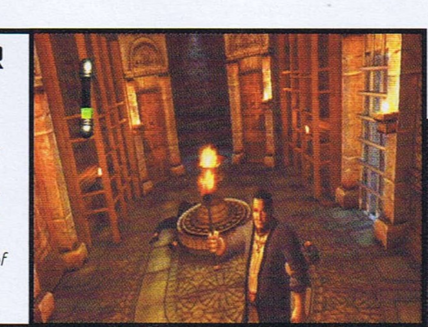


"The best thing about *Eternal Darkness* is that it tells a brilliant story"

SANITY
One of Eternal Darkness's big selling points – encountering evil will affect your sanity. This can be recovered, but if it drops your character will hallucinate, leading to all sorts of freaky happenings.



CHARACTER
There are 12 playable characters in Eternal Darkness, all of whom exist at different times in history, and are inextricably bound to the Roivas family, the insane horror of the Ancients, and ultimately, the fate of humanity itself.



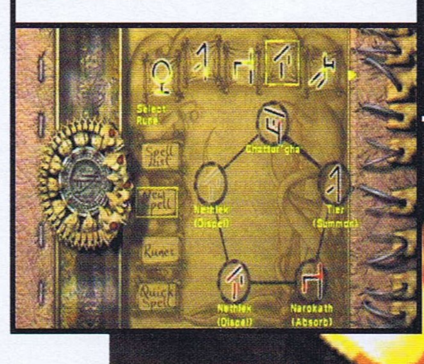
MONSTERS
Each level of the game is littered with evil beasts, who are servants of the Ancients. They'll try to kill you and sap your sanity, but luckily you can target their heads for instant decapitation.



WEAPONS
Each character has access to their own variety of weapons, relevant to their time period and historically accurate. Brilliantly, the combat system allows you to lock on to different body parts and hack them off.



MAGICK
Eternal Darkness *features a magnificent 'Magick' system – spells are fashioned like words, consisting of runes that act as verbs and nouns, along with codexes and scrolls that transcribe and activate the spells.*



INFO BURST

DEVELOPER	SILICON KNIGHTS
PUBLISHER	NINTENDO
PLAYERS	1
MEMORY CARD PAGES	15
RUMBLE FUNCTION	YES
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

WHEN'S IT OUT?
Out now in the US of A, out in October for us in ol' Blighty.

COST:
$50 (£35)



ETERNAL DARKNESS

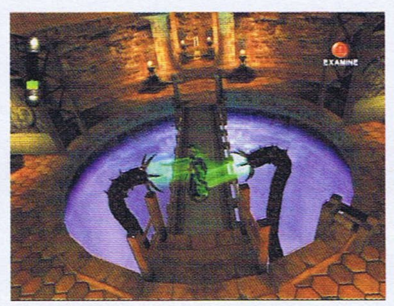
Fright night! It started out on the N64 and has been in development for four years – so is *Eternal Darkness* a thing of terrible beauty or a rotting undead horror?

ETERNAL DARKNESS

The definitive review of Gamecube's newest fright-fest

△ Luckily, magickal energy is recharged by simple movement, so a brisk jog will help you out.

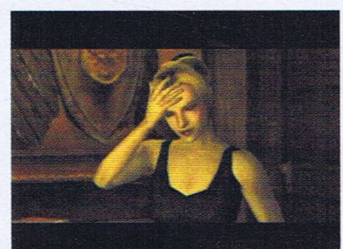
△ Using R, you can lock on to body parts.


△ The green rays mean sanity-zapping ahoy.


△ Edwin Lindsey explores the Angkor Thom ruins in Cambodia, thousands of years after sprightly thief Ellia.

CHARACTER BUILDING

Twelve characters, 2000 years…



ALEX ROIVAS

Roivas – it's 'savior' backwards, see? Recipient of a butchered uncle, Alex is trying to unravel the mystery of his murder. The game revolves around her and what she uncovers as she presses on in her investigations.



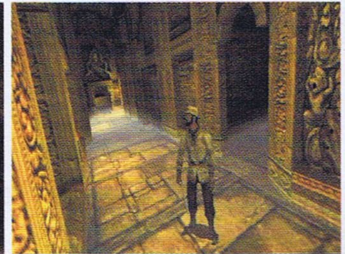
PIOUS AUGUSTUS

The first protagonist Alex reads about is Roman centurion Pious Augustus. Each character plays a pivotal role in the battle against the nameless horror of the Ancient, but Pious is not so clear-cut. His is the first chapter you play.



ELLIA

A thief trapped in the catacombs of Angkor Thom, Ellia is unable to escape her destiny at the, er, tentacles of Mantorok, the Corpse God. Ellia's story, like the others, bleeds into later chapters, forming a major plot point.



EDWIN LINDSEY

An Indiana Jones-style adventurer, Lindsey is trapped in the same catacombs Ellia once explored centuries ago. His segment ties up Ellia's story, with a final scene that brilliantly echoes the end of Raiders of the Lost Ark.



PAUL LUTHER

One of the most engaging characters, Paul is a Franciscan monk in 15th century Amiens. A man of faith, he uncovers heresy, treachery and evil in a brilliantly atmospheric cathedral, while thunder and lightning crash outside.

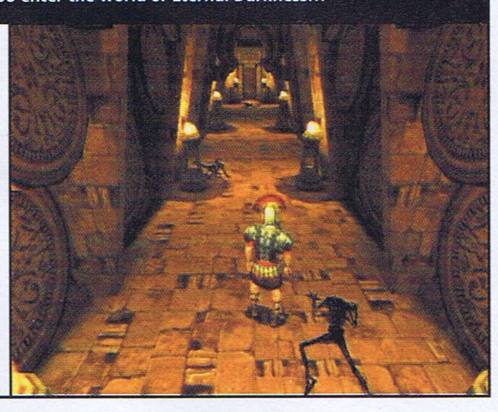


GET INTO THE GAME

Prepare for scares as you enter the world of *Eternal Darkness*…

TRAINING DAY

There is no training level as such, but rather you learn as you play. It's all very balanced and superbly paced. Exploring the mansion as Alex Roivas – which you do at the start of the game and 'in-between' chapters (and playing as Pious Augustus, the first chapter proper) give an excellent introduction to the controls of the game and the combat system. The complex magick system is brilliantly introduced in degrees, throughout different chapters, so at no time do you feel overwhelmed or lost.




It starts with a murder. The police know the body is that of Alex Roivas' grandfather, but even so, it proves hard for the police to identify. They can't even check dental records.

Because the head is missing.

Eternal Darkness starts off horribly, and gets worse from there. It's about madness, and the unknown, and an ancient, all-encompassing evil that could destroy humanity as we know it – and it's also about hope, and fate, and fighting against the odds. A lot of people die in *Eternal Darkness*. And they don't come back to life.

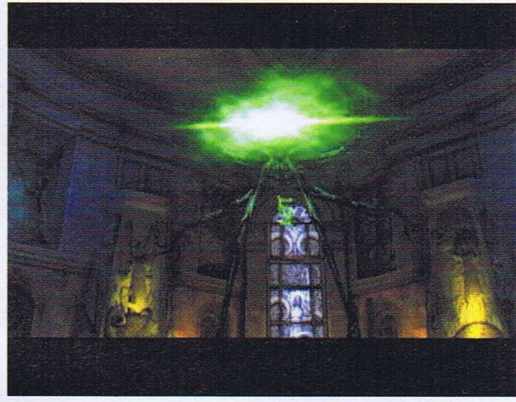
Unless it's as a zombie.

It's also a game that we've waited what seems like an eternity for. We saw it and played it for the first time way back at 1999's E3, when this magazine was on issue 30. It looked interesting; solid, pretty, and reminiscent of *Resident Evil*. And then, along with Rare's *Dinosaur Planet*, the game failed to materialise when the release schedules said it would, and was eventually shunted from the N64 to 'Project Dolphin', sparking rumours of development trouble at Silicon Knights and the game not actually being terribly good. But here we are, three years later, and *Eternal Darkness* is out, ready to sink its eldritch tentacles into the gaming public. So was it worth the wait?

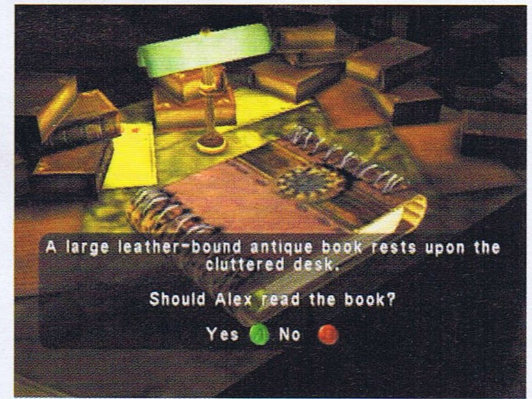
Put it like this; the extra development time afforded to *Eternal Darkness* wasn't because the game was crap; it was actually because the game was *brilliant*. Developers Silicon Knights simply needed time, sweat and next-generation hardware to bring it to grasping, brain-hungry (un)life. And we

"Conjure up a corpse and send it to do battle for you"





△ There's not many bosses in *Eternal Darkness*, but this one is a swine to defeat. You'll have to be careful with your magick.

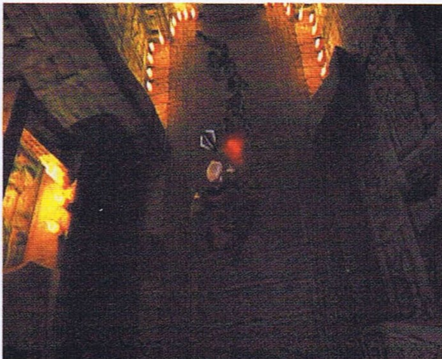


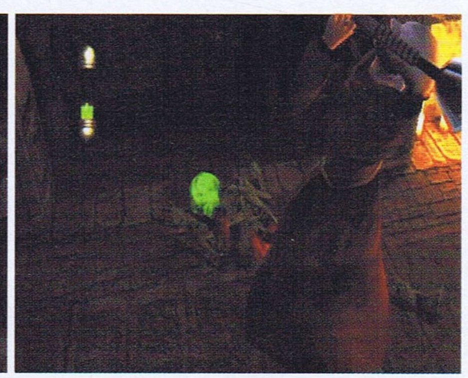
△ It's the Tome of Eternal Darkness itself! Watch out – it's terribly evil. And it's bound with HUMAN SKIN. Yeurch.

MONSTER MASH

Meeting the undead and other beasts from beyond in Eternal Darkness *has a detrimental effect on your sanity. So how do you avoid it? By kicking the crap out of them, that's how. Using R and the analogue stick, you can lock on to a specific body part and hack it away (start with the head, we do). Enchanting a weapon also helps as this does more damage. When the beasts are down, the context-sensitive B-button will allow you to perform a brutal finishing move, which regains some sanity.*









should thank Nintendo for letting them have all the extra time they needed, because *Eternal Darkness* is an absolutely storming adventure that very, very rarely puts a foot (or claw, or rotting stump) wrong.

H.P. SOURCE

The best thing about *Eternal Darkness* is that it tells a brilliant story, even if it's one that shamelessly rips off H.P. Lovecraft's Cthulhu mythos – but more of that later. While the narrative is beautifully formed, it's the nuts and bolts, the mechanics and other game elements that bring that narrative to life. Fundamentally, the game is a simple third-person adventure, espousing exploration and combat. So far, so ordinary, but each element is exquisitely fashioned – for instance, the combat system allows to you to target different parts of an enemy (so you can lop off a head, or arm), and each of the 12 different playable characters – all of whom exist at a different point in history – has their own period-relevant weaponry, from scimitars and chakrams to flintlock pistols and revolvers. Each character also has different statistics, and may run out of breath quicker when running, or have less health, and so on. And there's the magick system which is *truly* innovative.

As your characters get drawn into the terrible plans the Ancients (primordial godlike monsters from beyond space and time) have for humanity, they get to learn spells. Spells are made from runes, and there are runes that are nouns, and runes that are adjectives. So, put together a 'summon' rune and a 'creature' rune, and you can create a Summon Zombie spell, conjure up a corpse and send it to do battle for you. Of course, it's not quite that simple, as you also need a codex to translate a given rune, and a scroll to give you the spell itself (although, brilliantly, you can mix and match runes yourself and come up with your own variations). Things are further complicated by the fact that there's a scissors/paper/stone system present. The

> **"ETERNAL DARKNESS IS A STORMING ADVENTURE THAT RARELY PUTS A FOOT, OR A ROTTING STUMP, WRONG"**



MAGICK MOMENTS

There's loads of stuff to love in Eternal Darkness, but the magnificently thought-out magick system is worthy of comment. Each spell in the game consists of words (which are, amazingly, actually spoken by your character when you cast them), and these are all represented by special runes you'll find as you progress. You'll also need a codex to translate the runes, as well as a spell scroll to show you which runes make up the spell, but you have complete freedom to mix and match runes to create your own spells (one of the game's best elements) – or at least the ones that you haven't officially uncovered yet.

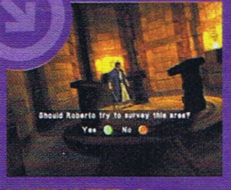
Ancients are represented by colour, and each of these colours informs magick, and each of these colours has precedence over another. So, a spell of red alignment can 'beat' a green spell, which itself can beat a blue spell, although a blue spell 'beats' red. Confused? Don't be – the system is gradually explained as you play, and at no time do you feel lost.

WHERE IS MY MIND?

And you'll want to learn the magick system, as there's a spell that can recover your health, your magickal reserves… and your sanity. And if there's one thing that's had people talking about *Eternal Darkness*, it's the much-vaunted insanity effects.

Everyone in *ED* is subjected to a lot of horror – the terrible secrets that we quite rightly should have no knowledge of can do strange things to the human mind. So every time you see a monster, or something supernatural, your sanity is affected (represented by a green meter). To prevent yourself going insane, you're encouraged to destroy the beasties you see (although there's obviously a choice to be made between losing health in battle and going nuts) – but once your sanity is dangerously low, your character starts hallucinating.

To be honest, this is more of a gimmick than a revolutionary new concept – but it's a gimmick that is brilliant at enhancing the already-magnificent atmosphere of the game. Sometimes the hallucinations are obvious; you'll walk into a room and your head will explode, and you'll shake out of it and re-appear where you were before the hallucination started, but some of them are far more subtle – and incredibly creepy. We don't want to spoil them all for you, but



VIEW TO A SKILL

The fact that each character exists in a different time is not the only thing to differentiate them. No – depending on their historical placement and profession, some of the protagonists have useful skills that come into play during the game. Roberto Bianchi, for example, is an Italian architect, and has to survey the Persian catacombs for stability.

MONSTER RUCK

There's plenty, and you can even perform autopsies on 'em…

ZOMBIE

The basic grunt. These shambling corpses are the vermin in Eternal Darkness; they're plentiful and none too smart. However, in numbers they can be deadly, so it pays to be wary of them; you'll first encounter them as Pious Augustus, who'll wander through a hall that's littered with their not-quite-dead bodies. Just hack them to bits.

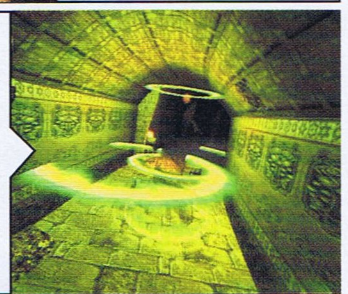


XEL'LOTATH ZOMBIA

More like mummies, these resilient undead cadavers are swathed in crumbling vestments and move ponderously. They're slow but powerful – but they've got one huge weakness to exploit. If you've got a torch, you can hit them once and they'll burn, falling to the ground and expiring a second time.

TRAPPER

Small, ground-hugging, scuttling freaks that can't do damage per se – they hunt by sound, and they transport their quarry to another dimension in a display of light and sound effects (don't worry, you can get back from it). The way to avoid them is to use the 'sneak' function to tiptoe past them. Or shoot them from a distance.

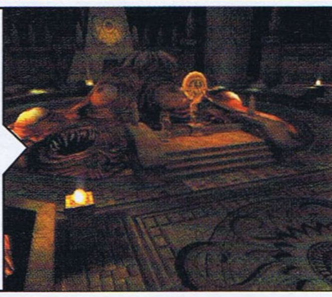


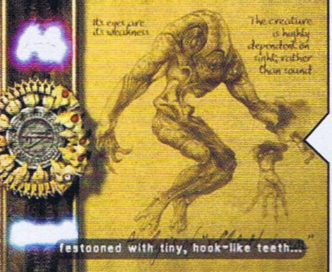
HORROR

These are huge. Horrors can quite rightly give you a jolly good thumping with their tree-trunk-sized arms, but they also have a ranged magical attack, allowing them to sizzle you from afar. They do, however, have three heads – if you've got a gun or crossbow, target these before moving in with a close-combat weapon.

MANTOROK

The three main Ancients (Xel'lotath, Chattur'gha and Ulyaoth) are aligned to a particular colour – green, red and blue, respectively. However, there is a fourth beast from beyond space and time: Mantorok, the Corpse God, signified by the colour purple who is entombed by Pious Augustus. You'll first meet Mantorok when playing Ellia's chapter.





AUTOPSY

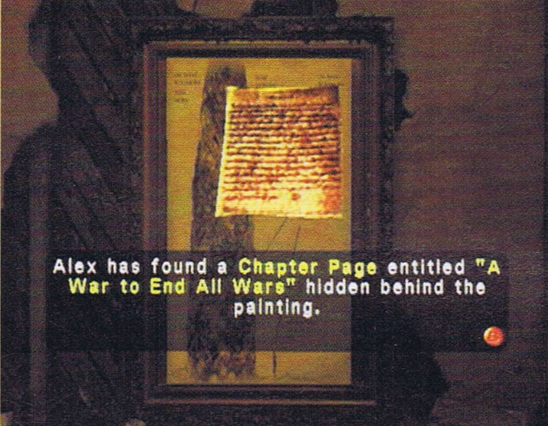
Maximillian Roivas – an 18th-century ancestor of heroine Alex Roivas – is a doctor by trade and can perform autopsies on creatures he's killed. The autopsies are stored in the Tome of Eternal Darkness and can be viewed at any time, and they come accompanied by a narration from the good doctor himself, albeit one that's on the verge of insanity. Great stuff.

SANITY STRUCTURE

Eternal Darkness is a big and sprawling game, yet linear in progression. Here's how it works…



MAD MANSION
The game starts with Alex investigating her grandfather's murder. Once you've found the Tome, playing as Alex mostly entails searching the mansion for missing chapters and battling her own growing insanity. Just who is that ghostly figure?



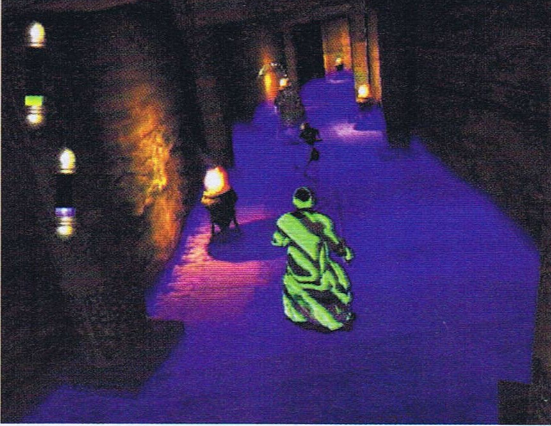
HORRIBLE HISTORY
The story in Eternal Darkness is brilliantly constructed, and spans 2,000 years of human history. Once Alex has found a chapter, she can 'Use' it – ie, read it – and you then get to play as the character she's reading about.



GRIM GRIMOIRE
Each character is obviously unaware of what lies in store at the start of their chapters. However, at some point, unnamed forces spirit them away to a hellish ruin where they get to obtain the Tome of Eternal Darkness, and the infernal knowledge within…



SHOCKING SORCERY
When a given character has obtained the Tome, they then gain the magickal skills that have been obtained throughout the game so far (so you'll get all the spells you've learned from playing previous characters). This also transfers to Alex in the mansion.



EVIL INSANITY
An empty sanity meter means those much-vaunted insanity effects, and your character starts 'hallucinating'. Some are very obvious, (such as your head exploding), while others are subtler, (flies clogging the 'camera', or your inventory being emptied).



SATANIC STORY
There's a huge joy in playing the 12 characters, but the story is so tremendously well-told that you'll rush through each level just to see what happens next. And the voice-acting is astounding – the best we've ever heard. It doesn't hit a bum note throughout.



suffice to say we've been fooled on several occasions. It's all beautifully implemented.

Hopefully, it's easy to see that those early *Resident Evil* comparisons were very, very wrong. And if there's any more evidence needed, *Eternal Darkness* sports a proper 3D directional control system. There's no standing on the spot and turning, no clumsy rotational nonsense at all. It's just like *Zelda* – point the joystick and run. The camera, too, is light years ahead of *Resident Evil*'s static affair. In fact, it's an utter joy, and like the magick system, insanity effects, and brilliant voice-acting, it's instrumental in creating and maintaining the brilliantly creepy atmosphere. It swoops around corners, following you perfectly, zooming in and panning back, flitting through rafters and giving a genuinely exciting perspective on things. It's *properly* cinematic, and coupled with the beautiful 3D backgrounds, there's a real sense of 'being there'.

"ETERNAL DARKNESS SPORTS A REAL DIRECTIONAL CONTROL SYSTEM, LIGHT YEARS AHEAD OF RESI EVIL'S"

THE DARK SIDE

There are, however, downsides to *Eternal Darkness*. It still bears the scars of its N64 origins, for example – while there are some spectacular lighting and effects, the surroundings are suitably evocative and the sound is *incredible*, the characters still sport a lack of realism – compared to *Resi* they lack overall detail and appear slightly cartoonish. This is somewhat leavened by some great animation, and once you're sucked in you begin to appreciate the game on its own merits, but initially it's all a little bit 'Dreamcast'. The structure of the game does start to get a little bit repetitive by the end, too, although each chapter holds plenty of surprises. There's also a disappointing moment where you realise there are fewer environments than you think; each of the 'levels' is revisited by different characters, which initially seems a little cheap. But when you see how it's handled – with each level suitably altered by time and progress – it's not such a blow. Indeed, compare the Amiens Church from 1485 to the World War I version; it's an intriguing change.

But any faults the game might have are forgotten in the glare of its strengths, which, as we've seen, are plenty. And none are so impressive as the story. People are always

NGC FIELD OF PLAY

Eternal Darkness will have you cowering in your seat screaming for mummy…

UNDERGROUND EVIL

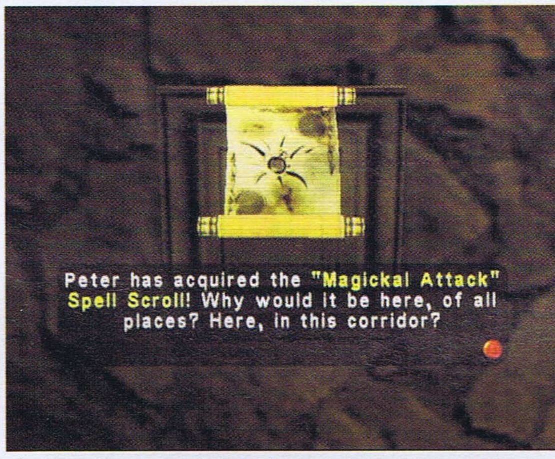
Eternal Darkness traps you indoors, from sprawling mansions to subterranean crypts to deserted cathedrals. The sense of atmosphere it generates is astounding, and it's all to do with the 'proper' 3D of the surroundings, plus the magnificent surround sound, multiplied by an unbelievable camera that swoops through corridors and rafters.

SWIFT DECLINE

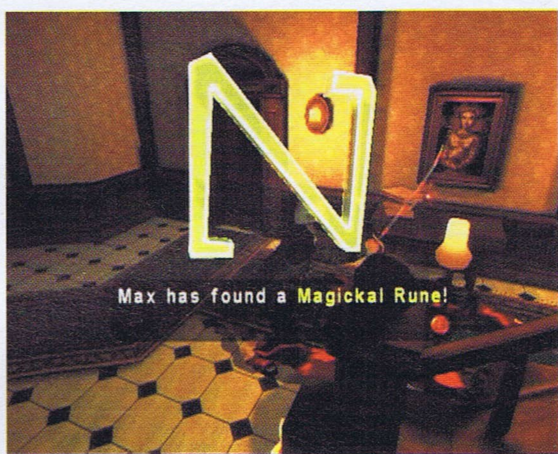
The place is Amiens, France, the year is 814AD. A young man named Anthony foolishly reads a cursed magical scroll meant for Charlemagne. Poor Anthony now suffers the effects of the curse as he desperately tries to reach Charlemagne to warn him of this treachery, and as you play, he degenerates into a rotting, zombie-like state. Simply brilliant – and horrifying.



△ **Roberto Bianchi is in way over his head here. Yoinks!**



△ **A good question indeed. But it's a helpful spell nonetheless.**



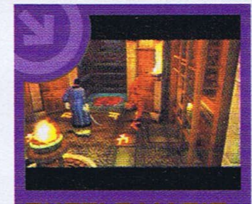
△ **Now all you need is a Codex to translate what the rune means.**

speaking of the fusion between movies and games, but so far that's turned out to be a lot of old nonsense, resulting only in flawed gems like *Metal Gear Solid 2*, something that isn't inventive enough to think of a way around showing the story, forcing you to just *watch* it, hands idle, uninvolved. Games and movies are fundamentally very different beasts, one being a passive pastime and the other involving active participation, although both share a common trait; they're both *visual*. Simply ramming a game full of video because of that fact doesn't bridge the gap.

FILM ME IN

But *Eternal Darkness* is probably the closest thing to a movie yet, in terms of videogames. And it doesn't rely on reams of cut-scenes either; indeed, playing it is like reading a book, too. It's all about enjoying a damn good story, and *Eternal Darkness* tells it successfully because it's *linear*. It tells one tightly-plotted, brilliantly-scripted story, very clearly – you're uncovering it every step of the way, with no detours, and it all unfolds as you play. Think of it like this; Alex Roivas is reading a book. What she's reading is what you're *doing*, the sequence of events you're creating by investigating a cursed cathedral, or raiding catacombs in Cambodia, or discovering an ancient city beneath a creepy old mansion. And it's all plotted out; what happens to Paul Luther or Edwin Lindsey or Maximillian Roivas has been decided before you finish playing with them, you're simply leading them up to that point. It's interesting that there's no freedom in *Eternal Darkness*, that solving a puzzle simply leads you one step closer to whatever it is that will happen to your character at the end of the chapter.

And that is *brilliant*. Games like the PC's *Deus Ex* might trumpet the fact that they're 'non-linear' and give you a million ways to do something, but simply finding out what happens to the character you've been controlling, and what his place is in the greater scheme of things by virtue of what you've just done with him, is just one of the many joys of *Eternal Darkness*. That fact that



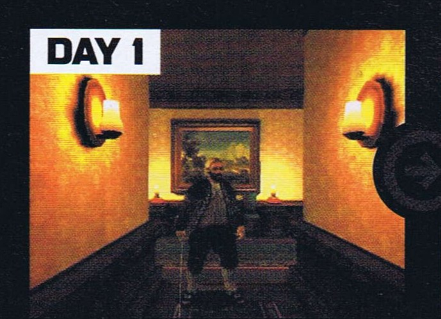
PUZZLE MAGIC

The puzzles in* Eternal Darkness *are, in general, not all that taxing. However, some of them are genuinely worthy of praise, as they force you to think laterally and make use of your magic, such as using zombies to scout an area you can't reach, or using equipment in creative ways.

THE GOOD DOCTOR'S DIARY

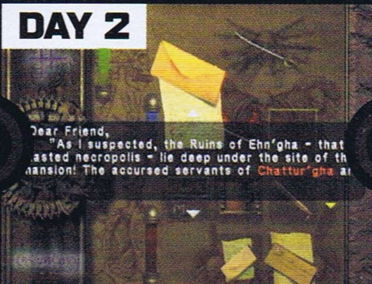
Join us as we guide Maximillian Roivas through his mysterious mansion…

DAY 1



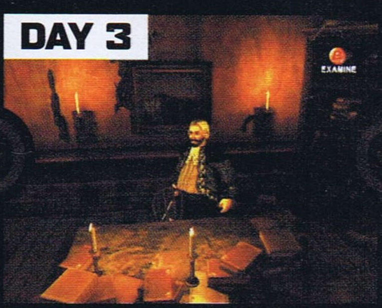
"I write this under appreciable mental strain. Since my dear wife expired of consumption, I have lived here alone. The opium helps to speed the long and lonely nights, although I believe it may also be affecting hallucinations, as I have often awoke to a scratching sound – emanating from inside the walls. Most curious."

DAY 2



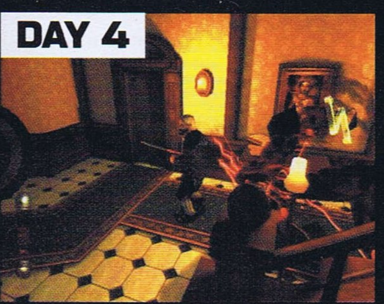
"In an effort to occupy myself in ways that might result in something other than intoxication, I have taken to exploring the mansion. Imagine my surprise at finding a series of letters from my father. They tell of a city *below* the mansion; I know he couldn't fart without help near the end, but this is a sad reminder of his diminished faculties."

DAY 3



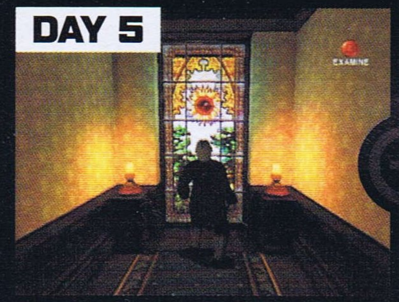
"A most confounding mystery! After an unfortunate incident wherein I mistook the fireplace for the garderobe – that medicinal tincture of brandy must have been stronger than was prescribed – I have stumbled across father's secret study! Inside was a book bound with human skin and bone, containing terrible, maddening portents, and a posy."

DAY 4



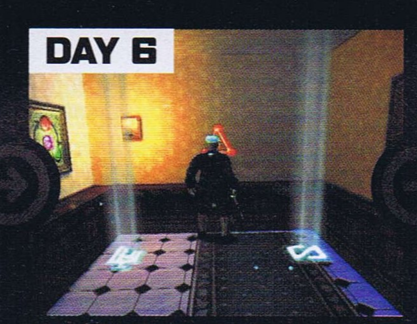
"I awoke in the latrine. I can only surmise whatever evil was unleashed from that book spirited me here, and that the absence of my trousers is retribution for disturbing its hellish slumber. After a snifter of opium, I found a nine-foot beast, surely arrived fresh from some abhorrent empyrean, in the hallway. It has been a most vexing day."

DAY 5



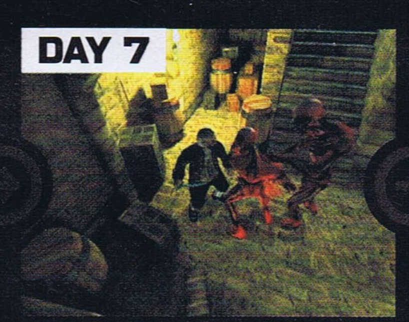
"Another letter from father! This time, I found it wedged by the stained glass-window on the upper floor, and enclosed within was a key to the basement. Which is puzzling as we have no basement. And how did father secrete all these letters about the house? The stroke left him incoherent and babbling, and I very much doubt he grew both legs back."

DAY 6



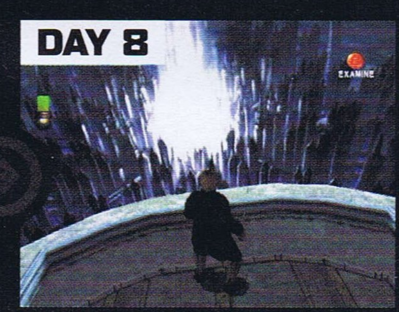
"Have summoned enough courage to study the foul 'Tome of Eternal Darkness', a stygian and forbidding grimoire indeed, although the adverts for the commemorative plates are nice. I also discovered an unknown facility for conjuring, and have ensorcelled myself a door to the until-now non-existent basement. I also keep finding rabbits in my hats."

DAY 7



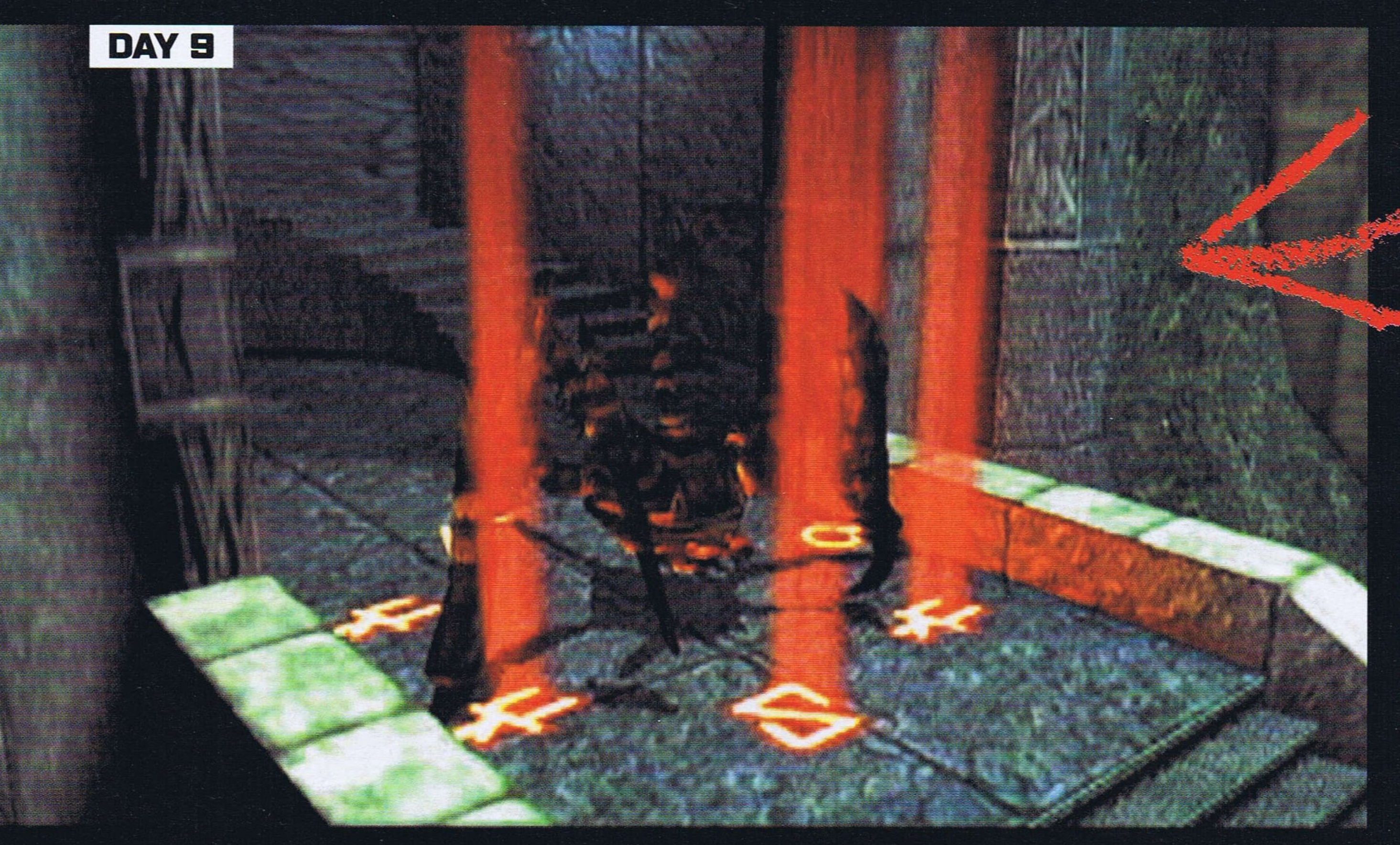
"Entered the basement. Pleasingly, there is a large stock of fine wines, although there were also several zombies. They were not best pleased with my arrival, and I was forced to dispatch the fiends with my rambling stick. The well can be emptied, allowing ingress to I know not where. I am hoping for a second basement, perhaps stocked with beer."

DAY 8



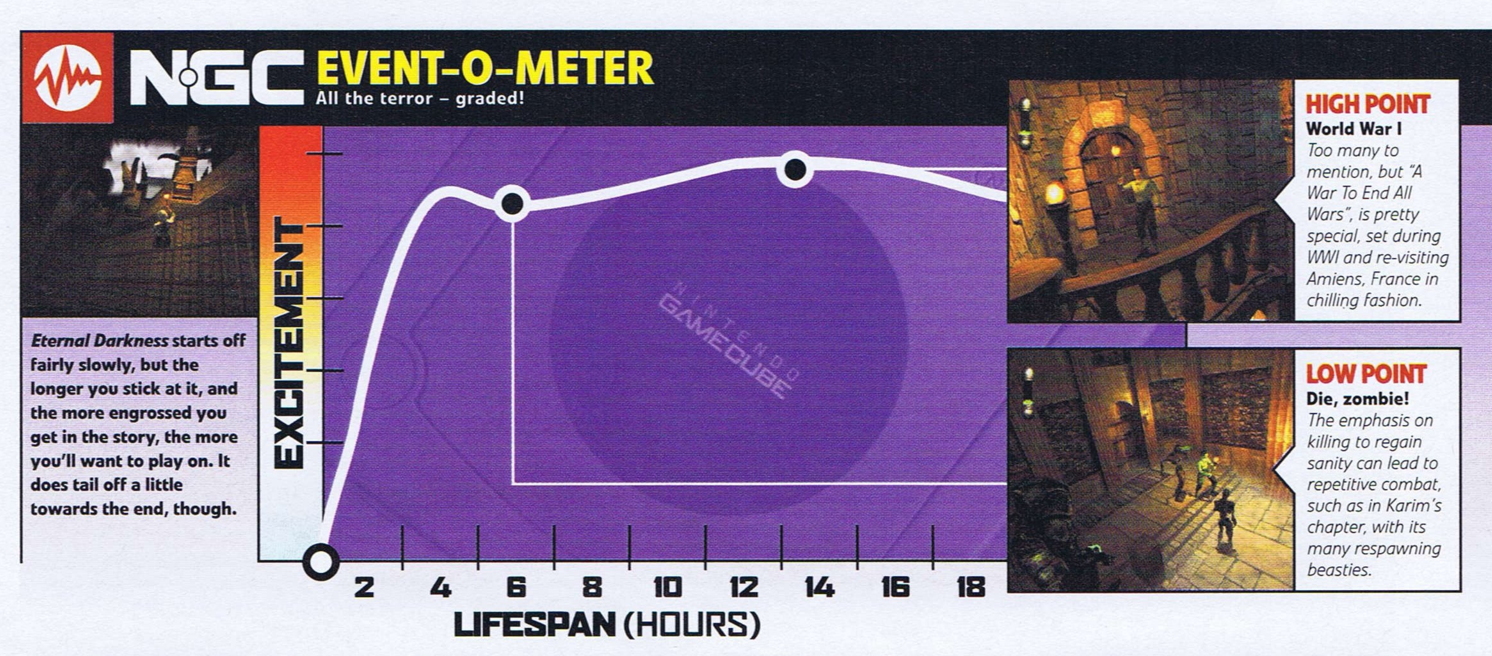
"Alas! I am out of basements. Yet it appears papa was correct, and that his infirmities, and possibly his frequent and messy incontinence, were masks of a most pernicious and cunning nature. The city is real! An enormous, cyclopean metropolis, stony and silent, directly beneath the mansion! I pray the natives are friendly."

DAY 9

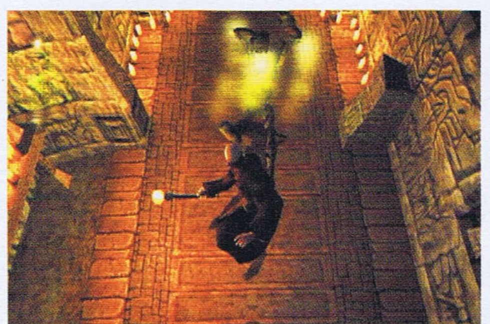


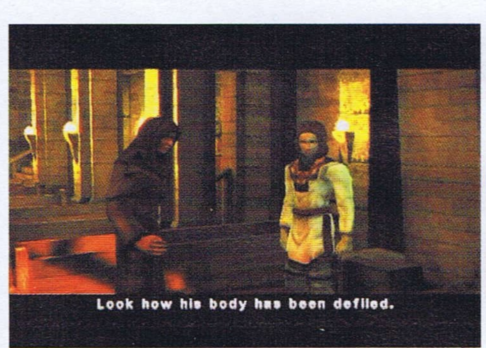
"I cannot go on. The city is cursed, and its inhabitants are mouldering, rotting homunculi from beyond space and time, possessed of little more than murderous intent and a chilling penchant for raw flesh. However, unable to speak their language, I could have mistakenly interpreted their gnashing teeth and guttural screams, although it seems unlikely. I will repair to the basement and seal off the well forever.

And then I will start on the wine."



***Eternal Darkness* starts off fairly slowly, but the longer you stick at it, and the more engrossed you get in the story, the more you'll want to play on. It does tail off a little towards the end, though.**





△ Not in a 'naughty' way. In a *horribly violent* way.

the story is virtually brought to life by a sterling script and the most amazing voice acting we've ever heard helps; and while, as we've said, the character models can't compare to the photo-realism of *Resident Evil*, the animation here is spot-on, and the way the characters move when they're talking; the tilts of the head; their expressions; their posture – it's all utterly correct, and therefore resonates emotionally. And there's also the letters, the journal entries, the autopsy reports, and so on – *ED* is telling you a story all the time.

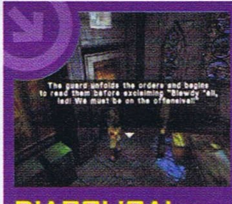
BED-TIME GORY

Narrative in games isn't often a really important thing. Or, at least, it's something that's rarely presented with any skill or depth. Sure, so *Zelda* has a story, but it's the joy of playing in a fully-realised world that makes the games so successful, not the boy-rescues-princess clichés.

It's important here, though. Indeed, it is the *most* important thing about *Eternal Darkness*, and Silicon Knights have understood that. They've nailed every single facet of their story – how it's paced and presented, what it tells you and what it doesn't – knowing that only when they've got your full attention can they start scaring you with the bells and whistles, neatly slotting every exquisitely-tooled facet of their game into a template dictated by drama and story. Like a good book, you can't put *Eternal Darkness* down. And tellingly, you won't *want* to, even when the screaming gets too much, and all the horrible things you've seen threaten to twist your mind sideways, and everything you hold dear is about to be ripped apart in a shower of blood, gore and terror. And despite the subject matter, perhaps the biggest compliment we can pay *Eternal Darkness* is that it feels like a Nintendo game. Yup, believe us: it's *that* good.

JES BICKHAM

> **"THE STORY IS THE MOST IMPORTANT THING ABOUT ED... LIKE A GOOD BOOK, YOU CAN'T PUT IT DOWN"**



DIABOLICAL DIALECT

The script in* Eternal Darkness *is remarkable. Not only is the voice-acting utterly convincing and streets ahead of any other voice-acting in any game we've ever played, the lines the actors speak are stunningly well-written… apart from one solitary incident where a British soldier says 'Blewdy 'ell!'. Gnurk.



- Brilliant story.
- Hugely atmospheric.
- Truly astounding voice acting. Seriously.



- Character models.
- Occasionally repetitive fighting bits.
- Not hugely taxing.



IF YOU LIKE THIS...
Resident Evil
Capcom
NGC/68 93%
Pant-fillingly scary, but the controls are annoying.



8 VISUALS
Brilliant lighting, levels, and effects, but slightly awkward characters.



10 SOUNDS
Amazing voice acting plus a soundtrack and effects to die for.



9 MASTERY
ED pushes GC to create a polished, rounded and complete game.



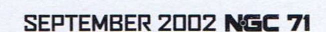
8 LIFESPAN
15-20 hours the first time, and then twice more for the full story.

VERDICT

Astounding, involving, creepy, atmospheric… you name it. Not *quite* as perfect as it could be, but still the Cube's premier adventure.







ALWAYS SAVING YOU CASH!

Because our reviews are the best and most honest in the business, we promise you'll never waste a penny thanks to our Essential list, which keeps you in touch with the best games money can buy…

NGC ESSENTIAL

THE BEST CUBE GAMES MONEY CAN BUY…

FIVE GAMES TO MAKE YOU KICK IN YOUR TELLY

Not all Gamecube games are works of art. In fact, not all of them are even any good. Some are barely *games*. Observe this sorry quintet of bum eggs. All scored under 32%.



UNIVERSAL STUDIOS



JEREMY MCGRATH SUPERCROSS WORLD



GAUNTLET



FIFA 2002



DONALD DUCK GOIN' QUACKERS



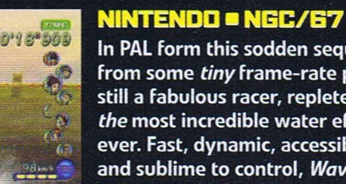
1 SUPER SMASH BROS MELEE

NINTENDO ■ NGC/68 **95**

Eye-singeing multiplayer battles, ingenious power-ups and moves, brilliant cameo appearances from just about every Nintendo character ever to set foot inside a cartridge, plus some of the sweetest looks yet squeezed from the Cube – *Smash Bros* is everything you went purple for and more. If people are telling you this is a game for kids then the fools plainly haven't played it.



2 WAVE RACE: BLUE STORM

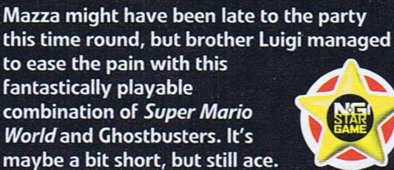


NINTENDO ■ NGC/67 **91**

In PAL form this sodden sequel might suffer from some *tiny* frame-rate problems, but it's still a fabulous racer, replete with *the* most incredible water effects ever. Fast, dynamic, accessible and sublime to control, *Wave Race* is absolute magic.



3 LUIGI'S MANSION



NINTENDO ■ NGC/67 **90**

Mazza might have been late to the party this time round, but brother Luigi managed to ease the pain with this fantastically playable combination of *Super Mario World* and Ghostbusters. It's maybe a bit short, but still ace.



4 SUPER MONKEY BALL



SEGA ■ NGC/67 **88**

Ingenious update of *Marble Madness*, with simians rolling around strange landscapes trying to collect 'nanas. Chuck in a monkey version of *Mario Kart*, pool, some golf and a tilting boxing ring with springy boxing gloves and you've got the weirdest, most wonderful Gamecube game out.

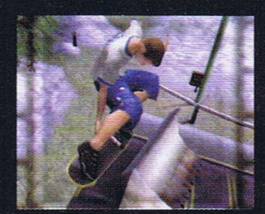
5 STAR WARS: ROGUE LEADER



ACTIVISION ■ NGC/68 **87**

Without a doubt, the best-looking console game ever made, *Rogue Leader* also happens to be one of the slickest, most memorable Star Wars games of all time, bolting eye-popping renditions of the Battle of Hoth and the Trench Run onto silky smooth space battles. Get it in now.

6 TONY HAWK'S PRO SKATER 3

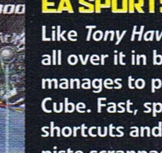


ACTIVISION ■ NGC/67 **87**

It's clearly a no-brainer of a PS2 conversion, but *Tony Hawk's 3* is so good it hardly seems to matter. Packed with unbelievable grinds and stunts, backed up by a mountain of hidden extras, and benefiting from vast skate parks, if you haven't tried *Hawk's* on for size before, now's the time.

7 SSX TRICKY





EA SPORTS ■ NGC/69 **87**

Like *Tony Hawk's*, this has got PS2 written all over it in big, fat neon letters, but it still manages to perform wonders with your Cube. Fast, spectacular courses, brilliant shortcuts and secrets and some timely mid-piste scrappage make this conversion brilliant, *brilliant* entertainment.

8 BURNOUT





ACCLAIM ■ NGC/67 **86**

On the N64, we had to wait three years for a driving game. Now we've got a killer racer from day one: with lightning-fast, spectacular crashes, inch-perfect handling and one of the smoothest, most impressive engines around, *Burnout* is a dream of a game, even if it's over a bit quickly.



9 PIKMIN





NINTENDO ■ NGC/69 **85**

Dreamily created using textures from Shigsy's own garden, *Pikmin* is a genius real-time strategy with multi-coloured vegetables, beautifully simple controls and expansive, tactile worlds. It's over a bit quickly if truth be told, but don't let that put you off: this is Nintendo brilliance.

10 ISS 2



KONAMI ■ NGC/68 **83**

This once-untouchable football giant makes its debut on Gamecube sporting a few nasty cuts and bruises, including a lack of pace, huge turning circles and 'sweet spots'. Even so, it still rates as a majestic example of footie in a disc, even though an *ISS* with faults is hard to stomach.

11 LOST KINGDOMS



ACTIVISION ■ NGC/70 **86**

Nerdy CCG-ing comes to the Cube in this surprisingly accomplished RPG, in which you collect cards and battle mythical monsters in pretty fantasy landscapes. Might not sound like much, but *Lost Kingdoms* is far more than the sum of its parts. Try it and you just might get hooked.

12 EXTREME G 3



ACCLAIM ■ NGC/67 **85**

A bit of an underrated gem, *Extreme G 3* offers pulse-shattering speed, huge, sprawling, well-designed tracks, some ingenious – and surprisingly tactical – weaponry and eye-spanking visuals. It's a tiny bit soulless, and the multiplayer's a bit rank, but this is good stuff.

13 BLOODY ROAR: PRIMAL FURY

ACTIVISION ■ NGC/68 **74**

Okay, so *Smash Bros* pummels it so hard it's about ten feet into the canvas, but *Bloody Roar* still manages to offer some quick, exciting punch play, and comes with the added bonus of some dual-action characters. One of which changes into a rabbit. And another into a Gecko.

14 SPIDER-MAN: THE MOVIE

ACTIVISION ■ NGC/69 **72**

A brain-bendingly *terrible* camera threatens to do more than make your Spidey sense tingle, but this 3D adventure grows on you the more you play it, and for fans of the comics there are some really neat little touches, as well as timely comebacks for the likes of Scorpion and The Vulture.

15 AGENT UNDER FIRE





EA ■ NGC/70 **70**

GoldenEye's reputation as one of the best shooters of all time is… totally unscathed by EA's latest 007 shooting game. Mainly comprises stodgy, good-enough FPS levels featuring boring guns, stupid enemies and stock Bond-by-numbers clichés – but the driving sections are an absolute sensation.

16 SONIC ADVENTURE 2: BATTLE



SEGA/INFOGRAMES ■ NGC/67 **70**

It moves like greased weasel-turd, it looks beautiful, it's solid enough – but this sequel is underwhelming, dressed in next-gen gear but sporting Mega Drive-era ideas. It offers some intriguing GBA connectivity – shame more isn't made of this part of it.

17 CRAZY TAXI



SEGA/ACCLAIM ■ NGC/67 **70**

It's as good as it was on Dreamcast and PS2, but that's just the point: *Crazy Taxi* is *old*, and nothing's been done to update it for its Gamecube release. Shame, because with a bit of polish this could have found a new lease of life – as it is, it's still excellent fun, if a little elderly.

18 NBA COURTSIDE 2002

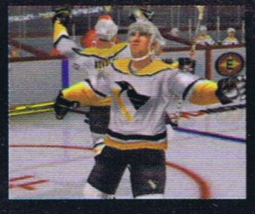




NINTENDO ■ NGC/68 **79**

Well, Nintendo might have called a day on Left Field, but the US developers have certainly gone out with a bang – shame it's basketball, really. If you're 'into' sport, you'll appreciate the gameplay parallels between this and *ISS*, otherwise it'll just seem like another boring hoop game.

19 NHL HITZ 20-02



MIDWAY ■ NGC/67 **79**

Ice hockey is probably the most acceptable of American sports, and *NHL Hitz 20-02* proves to be genuine fun in places, with super-slick, fast-paced puck action. Behind the scenes, this is great as well, with trade-ins, player creation and a neat behind-the-scenes documentary. Good stuff.

20 DAVE MIRRA BMX 2



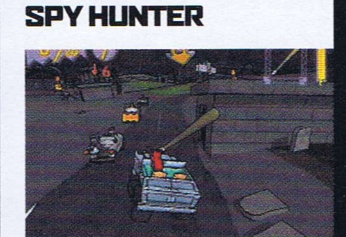
ACCLAIM ■ NGC/67 **75**

The problem with *Dave Mirra 2* is that it's simply not as good as PlayStation favourite *Mat Hoffman*. Which is a shame, because at its heart beats a decent game, packed with stunts and tricks, expansive arenas and a great soundtrack. But none of that is quite enough to make this a real must-buy.

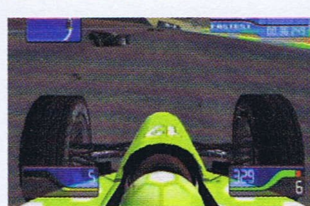
EVERY GAMECUBE GAME EVER ...RATED!



SPY HUNTER



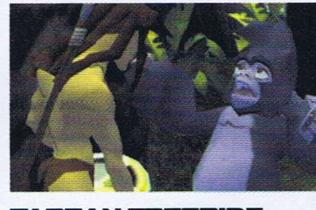
CEL DAMAGE





DRIVEN





TARZAN FREERIDE

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New stuff reviewed – but should you be spending your pounds on it?

WHAT IS A BEST BUY?

Every month we'll pick out one piece of kit that stands head and shoulders above the rest and award it our coveted Best Buy badge. A Best Buy will combine superb quality with fantastic value for money – when we hand something a reward like that, you know it's worth investing in.

NGC BEST BUY

HIGH DEFINITION 5.6" TFT MONITOR

FROM JOYTECH ● £99

Just when we thought these portable screens were destined to seal their collective fate as a case of 'great idea, shame about the execution', this darling from Joytech pops along and turns us from ruthless cynics to wide-eyed enthusiasts. It features a tip-top array of peripheral options – from dual headphone jacks to a snappy PAL/NTSC switch – but with these things, picture quality is the be-all-and-end-all, and Joytech's screen is first past the post, thanks to its stunning crystal-sharp picture. As if that weren't enough, the screen is both bigger and cheaper than the competition from other stables. A genuine thoroughbred (*That's enough horse analogies – Ed*).

NGC BEST BUY

BETTER THAN...



MOBILE MONITOR 5.4
FROM INTERACT ● PRICE £115
It's more expensive and it's nowhere near as good, with washed out colours and sound distortion, though like Joytech's this does at least run off the juice from your Gamecube.

CUBE CONTROLLER

FROM 4GAMERS ● £14.99

Another third-party contoller – and not a bad effort this time. The analogue offers plenty of resistance and the shoulder buttons are nice and sturdy with a prominent digital click – although the face buttons aren't the most intuitive to use and are oddly shaped, and the C-stick doesn't feel as smooth as it should. Criminally, the analogue housing also lacks the eight-way notches of the official pad, and the D-pad itself is way too spongy, something that even the extra clip-on faces do nothing to remedy. Okay – but there are better ones.

NOT AS GOOD AS...



PRO PAD
FROM LOGIC3 ● £14.99
Logic3's silver-and-black pad, still far and away the best unofficial controller option out at the moment.

G-CASE

FROM GAMESTER ● £4.99

Okay, so it's just a Gamecube game carry-case – but this is the best we've had in so far. It holds up to twelve games, it's small enough to slip comfortably into your pocket, and it's actually quite robust – unlike the cheaper canvas ones that are prone to fraying. All that just for a fiver. Again, if you're looking for one of these, this is the best your money can buy. Very tidy indeed.



BETTER THAN...



GAMES WALLET
FROM WILD THINGS ● PRICE £5
This was really good, shaped like a Cube and all, but it didn't offer the same kind of protection.

XA 3021 GAMING THEATRE 2.1

FROM ALTEC LANSING ● £79.99

We thought that the two speaker sytems we reviewed previously were okay – until we heard these, at which point the Logic3 and 4Gamers efforts rapidly faded in our memories. To put it bluntly, Altec's system will blow up your brain if you turn it up loud enough. The subwoofer itself is enough to shake the very foundations of your home, while the two smaller speakers deliver a very crisp and clean mid-to-high-range sound. Okay, so it might cost around £30 more than the other two systems, but you're certainly getting more for your money. Without a doubt, the speaker system to go for if you've got the readies for it. Superb.

BETTER THAN...

CUBE SOUNDSYSTEM
FROM 4GAMERS ● PRICE £40
The previous best fades into the background as Altec's Gaming Theatre delivers a trillion decibels of bass-heavy sound.

GAMECUBE ACCESSORY PACK

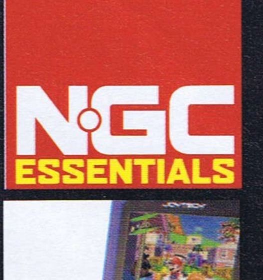
FROM 4GAMERS ● £29.99

This pack includes the same 4Gamers controller elsewhere on this page – which isn't the best we've seen so far. The only thing left to lure punters to this 'accessory pack' is the added extras that consist of a game wallet, two clip-on faces and a memory card. None of which offer anything spectacular by way of value. The memory card is fair enough, but the wallet only has eight leaves of space – none of which are double-sided.

BETTER THAN...

ANYTHING ELSE
FROM NO-ONE (YET) ● £TBC
No competition as yet – if you want a one-stop-shop selection box, this is your only option.

NGC ESSENTIALS



5.6" TFT MONITOR
JOYTECH ● £99
The sharpest, cheapest, biggest and best screen around so far. Absolutely no contest whatsoever (not that there's much).



PRO PAD
LOGIC3 ● £14.99
So far, the best third-party controller around – we'll be surprised if anyone beats it. It's sturdy, the analogue is almost perfect, and it's comfortable to hold. Lovely.



XA 3021 GAMING THEATRE
ALTEC LANSING ● £79.99
The design might not be to everyone's tastes, but there's no arguing with the sound quality. So far, this is the best system money can buy.



GTZ 500 RACING WHEEL
SAITEK ● £30
Not great, but still the best wheel available for the time being. Saying that, it's robust, and it handles well, although the button placement leaves a lot to be desired at times.



GBA BACKLIGHT
JOYTECH ● £9.99
Joytech come up trumps with a light and magnifier that actually works. A little on the bulky side, but this is as good as you could hope for.

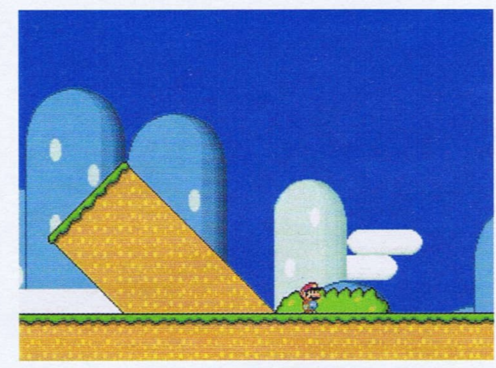


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EXTENDED PLAY


INSIGHT...



NINTENDO'S UNIVERSE

Find out who's who – and who they're related to – in our Super Mario's World feature... P100

TIPS FOR...



SUPER MONKEY BALL

NGC readers deal you in with a brilliant guide to notching The *'Ball*'s fastest finishing times... P78

GAMING PLANET

This month: *I Am An Air Traffic Controller*. No, seriously. See it for yourself. With your eyes. P108

I'M THE BEST

New names in our new leagues – see if you've made it into our illustrious competition... P88

WIN!! FREE GAMES FOR A YEAR!

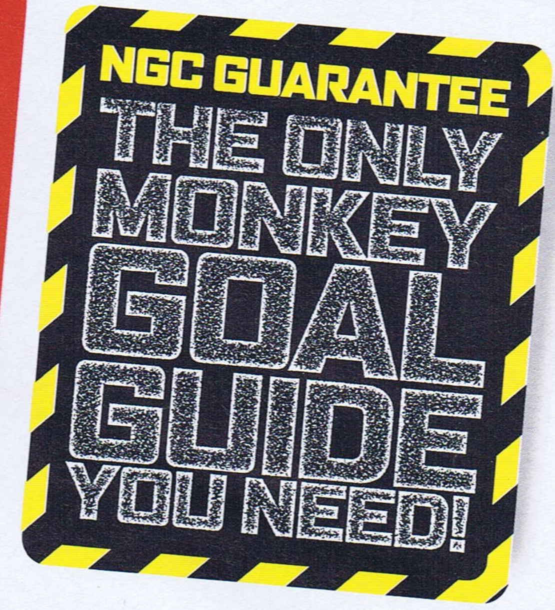
Want to pick up two free Cube games every month for a year? Better get along to P104

CONTENTS

NGC TELLS YOU HOW TO...

in association with Virgin megastores

SPANK THE COURSES IN
SUPER MONKEY BALL



WHAT'S IT ALL ABOUT?



We thought *Super Monkey Ball* was a difficult game, but it's obviously not quite tough enough for some. NGC readers PATRICK WARING, PETE LOVELL, IAN MINETT and DAVE CHAMBERLAIN have given *SMB* such a thorough spanking that they decided to invent their own challenges to breathe some life back into the game.

The challenges range from moderately hard to insanely tough, but they're all possible – although after watching the replays they sent in on a memory card, we could barely believe what our eyes were seeing.

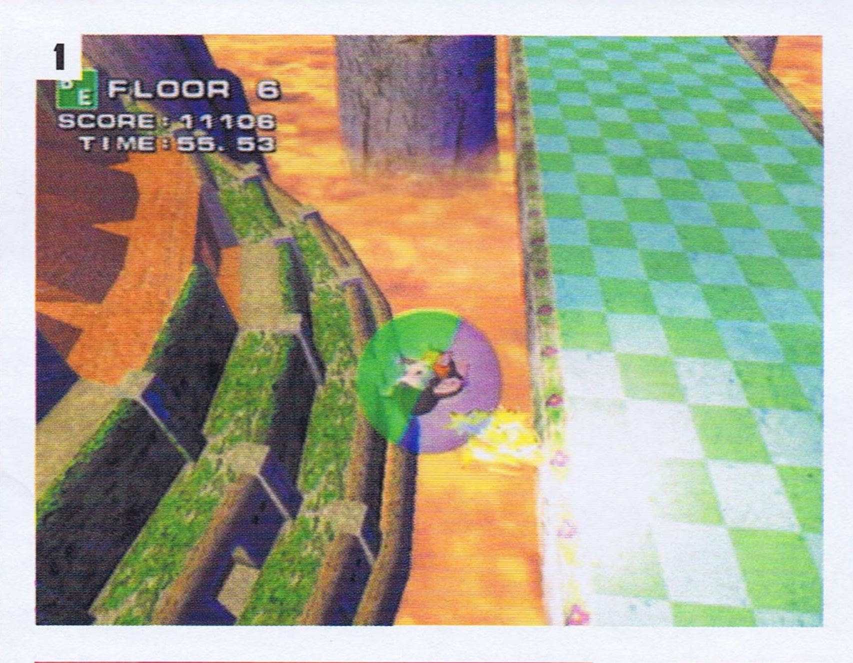
Turn to page 81 for how YOU can write your own NGC tips guide.



WHAT WE SAID IN ISSUE 67

"Uncommonly difficult and yet strangely compelling, there's nothing else on the horizon from Sega or any other third party that's likely to match the star quality and quirky charm of Super Monkey Ball."



1


2


SCORE CHART

There are two types of challenge – Goal Challenges involve completing a level in the most stylish way possible, and the Just For Fun section contains simpler bonus challenges. They're all rated – from 1 to 4 bananas – depending on difficulty. Tick the box as you complete each one, and award yourself a Monkey rating...

CHALLENGES COMPLETED	MONKEY RATING
1-5	Monkey Boy
6-9	Monkey Magician
10-13	Monkey Maniac
14-17	Mental Monkey
18-19	Super Mad Monkey
20-21	Super Monkey Master
22+	Super Monkey Nut!

3


4


GOAL CHALLENGES

1. CITY LIMITS
BEGINNER 6
●●●● ❑

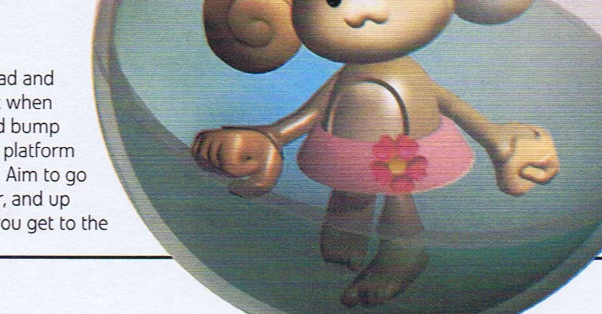
Drop off the right edge of the first ramp and aim to hit the left edge of the ramp below to send yourself flying towards the city in the background. Bounce off it (you need to get as high up as possible) and hold forwards and left to fly straight through the goal.

2. THE WIGGLE
BEGINNER 9
●● ❑

Go at almost full-speed around the 45° corner, edge right then jam left to get a good run-up for falling off the platform and onto the ramp. You should then bounce straight onto the protrusion at the bottom of the ramp and bounce through the goal.

3. BUMPER SHAVE
ADVANCED 2
●●● ❑

Go full-speed ahead and bear right, so that when you hit the second bump you leap onto the platform with the bananas. Aim to go left of the bumper, and up the ramp. When you get to the top, a well-aimed bounce off the platform lip will send you flying over the bumper minefield and straight into the goal.



4. BOUNCY
ADVANCED 19
● ❑

Turn around 135° clockwise so you're facing the goal, then push straight forward so that you fall off the edge, bounce once on the platform below, and then straight into the goal. Not too difficult, and good practice for controlling all those important bounces.



NGC readers show how to get the fastest monkey times…

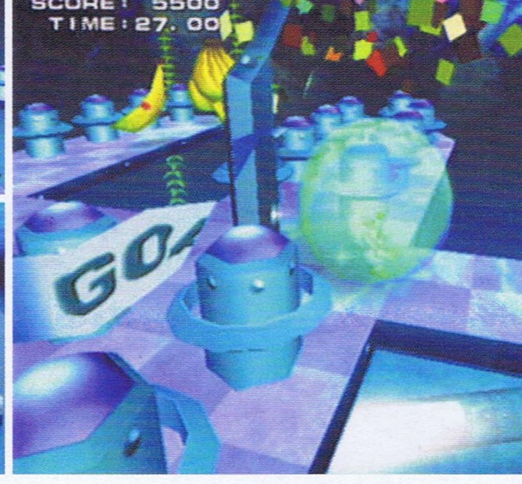




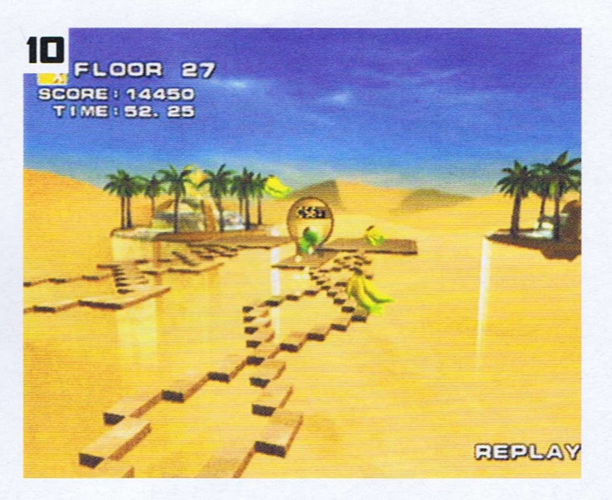












5. SNEAKY
EXPERT 4
●❑
Go right around the first corner, then straight onto the edge of the platform (with the cluster of bumpers in the distance ahead of you). Turn completely around and jam forward. You want to aim just to the right of the safety railing, so that you bounce off the lip and into the goal.

6. BURGER CUBE
EXPERT 8
●●●●❑
Jam the stick forward and fly off the edge of the platform at the bottom of the ramp. You should hit the door to the Rock 'n' Roll Diner building ahead. Now hold up and left slightly and you should fly into the goal. This one is pretty difficult since the angle of approach to the goal is more or less vertical.

7. REVERSE BOUNCE
EXPERT 15
●❑
An easy one, this, but it's definitely the most stylish way to beat the level. With about 29.20 left on the clock, jam the analogue forward and roll at full speed. Just before you hit the bumper beyond the goal, let go of the control stick. You should bounce straight back into the goal from behind.

NGC INSIDER KNOWLEDGE!

BUOY OH BUOY
You can land on the 500-point buoys in Monkey Target – get as high as you can and stall into a headwind.

8. BANANA BOUNCE
EXPERT 16
●●❑
Here you've got to bounce into the goal, collecting the bananas along the way. Turn slightly left from the start, aiming for the first banana in the line, and jam forward off the edge of the platform. Bounce on the middle square, hit the bunch of bananas, and fly straight through the goal.

9. UNDERWATER TORPEDO
EXPERT 19
●●❑
Shove the stick forward and go full-speed ahead right from the start, race down into the lower platforms, and use your raw speed to shoot straight up the other side and into the goal. Wiggling left and right is required to avoid the slightly annoying gaping chasms that crop up in the course. Just aim for the goal and hope…

10. SANDY INSANITY
EXPERT 27
●●●❑
Get to the goal by the right-hand 'hard' route, collecting four of the five banana bunches along the way – and all within ten seconds. It's a tricky one, but as long as you have a little bit of luck with the inevitable monkey-bouncing as you go skipping and skimming over the gaps, you should find this one easy(ish).

11


12




13






14



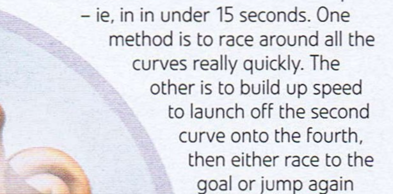

15




16




LIVING ON THE EDGE
The quickest route isn't always the most conventional – look for ways to 'cheat' by throwing yourself into the void.



11. SPEED FREAK
EXPERT 48
●●● ❑

Finish the level with a x2 score multiplier – ie, in in under 15 seconds. One method is to race around all the curves really quickly. The other is to build up speed to launch off the second curve onto the fourth, then either race to the goal or jump again from the sixth curve to the goal platform.

12. FLIPPED OUT
EXPERT 50
●● ❑

Position your monkey on the far-left edge of the starting platform and wait for the cube to come back. When it does – and just before the flap comes level with the start platform – push forwards on the analogue. If you've timed it just right, the flap will rise from below, launch you upwards and you'll shoot straight into the goal.

13. AGAINST THE FLOW
EXPERT EXTRA 4
●● ❑

Straight off, go forward and left onto the moving platform with a single banana on it. Bounce off the left-hand side and straight into the gaping goal on the next platform down for maximum style points and a supremely quick finish to the level. Expert Extra? Pah.

14. SKI JUMP
EXPERT EXTRA 6
●●● ❑

Fly off the platform to the left of the opening, landing on top of the tube. When you get to the bottom, aim to go up the tube by heading slightly right of the middle. With a bit of monkey luck you'll fly into the air, hopefully in the direction of the goal. Land on the last bit of tube if you fall short.

15. MADNESS
MASTER 3
●●●● ❑

This is by far the hardest level in the entire game, so you'll probably find this strategy easier than the 'normal' way. Go over the thin bridge, then roll halfway along the right-hand row of moving platforms. Try to drop down between the second and third large platforms and hold forward to slam through the goal.

16. FLOATING WONDER
MASTER 6
● ❑

Here's how you can get to the goal in under five seconds. When you start, hold the control stick in the bottom-left position and rotate it slowly clockwise until it's at the 12-o'-clock position. Your monkey will, for some strange reason, then appear to defy gravity and float into the goal, like a hairy David Blaine. In a ball.

SUPER MONKEY BALL

NGC readers show how to get the fastest monkey times…

JUST FOR FUN…

1. GUITAR KNOB RODEO
ADVANCED 11

●● ❑

Jump onto one of the white guitar-knob things to the right of the starting position and see how long you can defy its monkey-repelling power. If you can stay on for ten seconds, you've passed this challenge.

2. ROOF MAINTENANCE
ADVANCED 18

●● ❑

Simply land on the roof of one of the Burger Cube buildings, without falling off the other side or hitting a wall and bouncing to your doom. Head to the left of the Diner signpost to bounce off two lips and onto a roof.

3. 'R'-RATED
EXPERT 22

●●●● ❑

This is very difficult. To complete this challenge, you have to get your monkey to land and stay on the ® symbol in the corner of the Sega logo. To get some initial speed, use the method from The Wiggle challenge.

4. BACK TO THE START
EXPERT 28

●●● ❑

Do at least one 'lap' the wrong way (anti-clockwise) around the spiral track and end up at the start. The difficult part is getting enough speed to bounce back up to the starting platform with the arrow on it.

5. NON-STOP ACTION
MASTER 1

●● ❑

Charge into the goal without slowing down at all – ie, without easing off on the control stick. You may, of course, wait for the first platform to arrive at the start, but once you start moving you can't let go.

6. ROLL-UP
MASTER 4

●●● ❑

For this, you have to get yourself rolled up and trapped in the carpet. It's all about timing, as you mustn't let the carpet flip you off the side. The results can be hilarious!



Are you virtually unbeatable at your favourite Gamecube game? Do your friends refuse to play you at it, fearing yet another humiliating defeat? Can you write a guide as unusual, interesting or downright brilliant as this one? If you'd like to share your expertise with other **NGC** readers then we'd love to hear from you. Try to concentrate on a particular aspect of the game rather than write a full walkthrough – how to win at multiplayer, or how to beat the game with your eyes closed, for example. The more imaginative, the better.

Write no more than 1000 words and send your guides to:

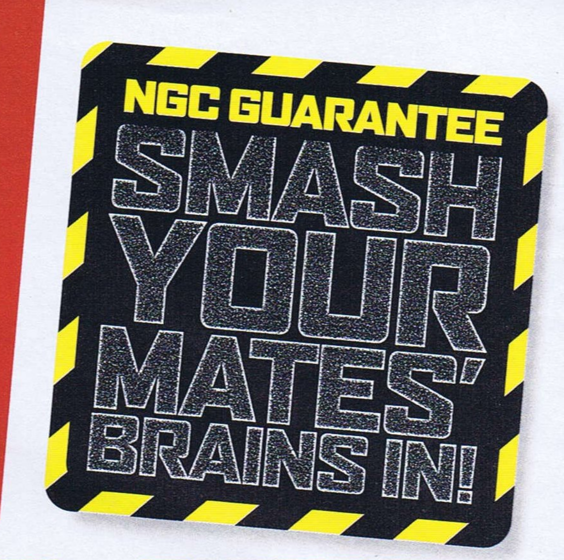
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We'll send a selection of gaming goodies to the writers of any guides we print.



TROUNCE YOUR MATES EVERY TIME IN

SUPER SMASH BROS MELEE



WHAT'S IT ALL ABOUT?

You and up to three mates choose from an expansive roster of classic Nintendo characters and engage in frantic, eye-watering battles across the Nintendo universe. There's a decent single-player mode, too. Genius.



WHAT WE SAID IN ISSUE 68

"The gorgeous graphics, catchy tunes and simple gameplay grab you from the word go. If this was sold in edible form, it would be illegal... Super Smash Bros is a vibrant celebration of everything that makes Nintendo so much more interesting than any other software house."

NGC INDEPENDENT NINTENDO GAMING 95











All the skills and info you need in our multiplayer masterclass.

1. CHARACTERS

A good knowledge of the characters is essential to success – not just so that you know your character's moves, but so that you can work around the strengths and exploit the weaknesses of your opponents. Take Kirby for example – swallowing an opponent can be used for more than just stealing moves. Try eating someone and then chucking yourself off the edge. Now spit them out at the last minute and float back to safety. There are all kinds of cheeky ways to get the edge, and you'll be amazed what kind of tactics you can come up with, so experiment as much as possible.

2. SOFTENING UP

Don't start attacking with Smash attacks right from the word go, because they take too long to unleash and won't get your opponent out of the arena anyway. So concentrate on using your faster basic attacks to get their percentage up. Once you've knocked them up to around 30 to 40 per cent, start dishing out some of your stronger special attacks.

3. JUGGLING

If you're looking to deal the most damage possible, juggling is the way forward. As the name suggests, it involves you keeping your opponent in the air for as long as possible. This can be done by knocking them up and then waiting for them to come down before knocking them up again. The more damage a character has sustained the longer it takes for them to recover, so if you've softened them up enough beforehand you'll be able to keep hammering away at them in the air and they'll be completely unable to retaliate. Eventually they'll be so badly damaged that you'll be able to wait for them to fall down onto your readily charged smash attack. Every character has a number of moves that can be used to knock someone into the air. Learn which is the best and use it to set people up for a good smack...

4. ARENAS AND SCENERY

Learn to exploit the scenery around you. Once you have an intimate knowledge of every level, you'll be surprised how seemingly insignificant areas can be used to your advantage – the cave under Hyrule Temple, for example, will protect you against Pikachu players, while small platforms like those found in Great Bay and DK's Jungle Japes are great for frustrating faster characters like Falcon, as they can fall off by accident very easily.

One of the best ways of using scenery to your advantage is to exploit in-game

TOP TEN BASIC SKILLS

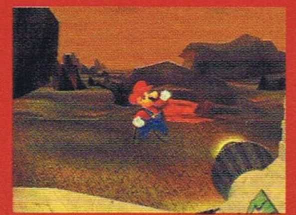
The ten most important skills you need to have nailed down before you start rumbling...



MOVEMENT
The analogue is sensitive so it's no good whacking it back and forth all the time – your precision will be reduced. Get used to moving the stick just a little for slow approaches and lining yourself up for juggle combos.



SHIELD
Use L or R. The shield is the most basic form of defence and should never be underused – it's crucial for giving you the edge. Don't let it reduce to nothing, though. Remember that it can also deflect laser bolts and bombs.



JUMPING
Every character apart from Yoshi and Jigglypuff is entitled to three consecutive jumps – two via the jump button and finally Up + B. That final button combination will save your hide on plenty of occasions – remember it.



BACKFLIPPING & ROLLING
Use your shield and tap to the left or right. You're pretty much invulnerable while you do this so it's great for getting out of a pile-up. A roll followed by a special/Smash move just after is one of the best ways to counter-attack.

SUPER SMASH BROS MELEE

Break faces and crack bones with the ultimate *Smash* guide…





NGC INSIDER KNOWLEDGE!

PUFFY POWER

Jigglypuff isn't as pathetic as you might think – his seemingly useless Rest move is actually surprisingly powerful.

glitches. There are some parts of the environments which aren't as solid as they seem, and some attacks can be performed on opponents on the other side. You can, for example, perform Smash attacks through Great Fox's central wing on Venom, while keeping yourself from harm. You can also perform Smash attacks through the little platforms on levels like the Fountain of Dreams and Pokémon Stadium – people don't expect these attacks, so look out for them. Lastly, try cornering opponents against scenery to trap them into taking a beating. This is a great technique for characters with rapid-fire attacks (like Kirby and Link) as you can often rack up 40 per cent-plus damage before they can escape.

5. EDGE GUARDING

The most annoying technique – but it's a vital skill as it means you can defeat enemies even if they haven't taken much damage. As soon as an opponent has been hit off the arena, they have three jumps to get back into play. Edge guarding works by standing on the edge of the arena, waiting for your opponent to jump back, and then just before they make it, you give them a cheeky smack to keep them off. More often than not they'll have used all three jumps attempting to get back and so all they can do is watch themselves plummet to their doom.

6. AIR DODGING

Air dodging is another technique that's easily forgotten. When in mid-air, squeeze the shoulder button and you'll stall your character's decent. Input a direction on the analogue stick at the same time and you can slightly switch direction too. This technique is great for messing up an edge guarder's timing – giving you a better chance of getting back into play. It's also good for getting out of the way of thrown items, but more importantly, it's the best way of avoiding being juggled in the air, which when you're at your most vulnerable.

7. THROWING ITEMS

One of the best things about the multiplayer is that you can use the C-stick to perform weak Smash moves. If you're holding an item when you use it, you can throw the item in the direction you flick it, making it much easier to time effectively. Throwing items is one of the best ways to egde-guard, allowing you to keep people off the arena without having to wait for them to jump back. Some items can deliver quite a nasty smack, too – baseball bats are vicious when thrown. One good tactic is to keep throwing it over and over, picking it up and lobbing it once it's bounced off your target. If there are multiple objects on the ground, you can even use them to keep people in the air by throwing them upwards. Don't be shy picking up bombs either. One of the nastiest ways of getting multiple KOs is by grabbing a bomb, jumping over a brawling threesome, and chucking it downwards.

8. CHARGING

Some characters have very strong moves that take some time to unleash – Ganondorf and Roy are particularly good examples. It's also worth noting that you can charge moves up in mid-air. With Captain Falcon's Falcon Punch for example, try double-jumping into the thick of the action and then pressing B from the moment you leave the ground. By the time you land, it should unleash itself almost instantly.



DODGE
Tap down when your shield is up for a quick dodge towards the screen. This is great for interrupting your opponent's attack, giving you time to counter with a basic attack and regain control of the in-game situation.



RUNNING
Inadvisable when you're in tight arenas, as it's easy to chuck yourself off the edge – but double-tapping the analogue is a speedy way to get your attacks in. Also good for timewasting on levels like Hyrule Temple and Corneria.



BASIC ATTACKS
Every character has loads of moves, all of which pretty much boil down to a direction along with A. They may be weaker, but they're the fastest of all your attacks. Learn which are best for every situation.



SPECIAL ATTACKS
These have uses above and beyond just causing damage. Many specials can be used to set up opponents for an even harsher beating. Moves that launch enemies straight up into the air can be followed up by a 'juggling' move.



SMASH ATTACKS
These take time, so use them wisely. They don't have to be fully charged, either. The basic move can hit an opponent out of the arena at around 120 per cent damage – a fully-charged Smash is best used against airborne enemies.



ITEMS
Even if you're a lightning-quick combo master there's no denying items can help a match go your way. Every character has items they're best at using. Learn which items need to be sought out and which can be forgotten.



in association with



THE TIPS YOU NEED FOR THE GAMES YOU'RE PLAYING...

TIPS EXTRA



AGENT UNDER FIRE

CONTROL

Sure, we're all *GoldenEye* experts now, but this latest Bond adventure is an entirely different experience, so here's some pointers on in-game etiquette...

- Don't use full auto unless you find yourself in extremely close quarters. Using short, sharp bursts is far more accurate.
- Likewise, avoid the temptation of using explosives in confined spaces – it'll only end in tears. And blood.
- While using crates for cover is common sense, never duck down behind the orange oil drums – they're liable to explode all over you.
- When being shot at by snipers, the easiest way to take them out is to aim at the spot where the laser flash comes from.

GUNS, GUNS, GUNS!

Resourceful use of your artillery is vital if you ever want to have a Martini (shaken, not stirred) again. So here's a kill count for the most common weapons...

- Wolfram P2K **3 shots**
- Windsor Viper **1 shot**
- IAC Defender **2 shots**
- Dart Gun **Instant kill**
- Golden Gun **Instant kill (only in multiplayer mode)**
- Koffler & Stock KS7 **3 shots**
- Calypso P-750 **2 shots**
- KA-57 **1 burst of fire**
- Koffler & Stock D17 **2 shots**
- Punch **Instant knock-out from behind**

NGC READER KNOWLEDGE!

Follow the blue fairies in Lost Kingdoms and they'll usually take you to treasure!
Izzy Smith, Chester

BIT-PART PLAYERS

Fancy some extra characters to mutilate your mates in multiplayer mode with? Complete the following levels, gaining a platinum medal along the way...

- To get Stealth Bond, complete the Dangerous Pursuit level.
- To get a Guard, finsh Cold Reception.
- To be an Alpine Guard, complete Streets of Bucharest.
- For an impressively-named Cyclops Oil Guard, finish Poseidon.
- For a Poseidon Guard, complete Mediterranean Crisis.
- For a Carrier Guard, complete Evil Summit.

NGC READER KNOWLEDGE!

In Sonic Adventure 2, on the Action Race Battle in multiplayer, if you get hit by a time stop, hold down the analogue to make the time count down faster.
Matthew Marshall, Huddersfield

MULTIPLAYER

Looking for some basic strategies to give you the upper hand in multiplayer mode? Then try some of these...

- If you've got a Q-Claw, use it to grapple onto a ceiling and then hold down B to stay there. Now you can blast away at your bemused pals!
- If the MRL-22 is your weapon of choice – and there's no earthly reason why it shouldn't be – then make sure you aim for the ground as opposed to the character to inflict maximum damage on them.
- When perched on a high area, use the Q-Claw to lower yourself down. This not only stops you getting hurt, but also allows you to accurately drop down behind other players for a sneak attack.
- Speaking of the Q-Claw, you can also use it to inflict damage by holding down **B**. Sure, it's not exactly powerful, but using it always raises a smile.

PIKMIN

HANGING AROUND

If you manage to find a piece of your spaceship with time left to spare, remember to use it to plant more pikmin and knock down other walls, as opposed to finishing early. Doing so will stand you in good stead on later, more time-hungry missions.

ATTACKING ENEMIES

They may be cutesy lil' darlings, those pikmin, but they're also quite snappy in a battle situation. Remember to either sneak up or attack enemies from behind to minimise your casualties, and watch out for deserters attempting to take carcasses back while there are still monsters on the prowl. Finally, if a beast seems to be shaking your little yellow and red and blue allies off too easily, throwing them at the monster should do the trick.



SUPER SMASH BROS MELEE

ALTERNATIVE VICTORY POSES

Fancy gloating over your beaten opponents with a few alternate victory poses? Well, hold down **X** or **Y** as soon as the match ends. Assuming you win, of course.

Trophy Arrangements Holding down the **Y**, **L** or **R** buttons when entering your collection of trophies will cause them to be arranged in either a triangle, in rows, or in a circle respectively.

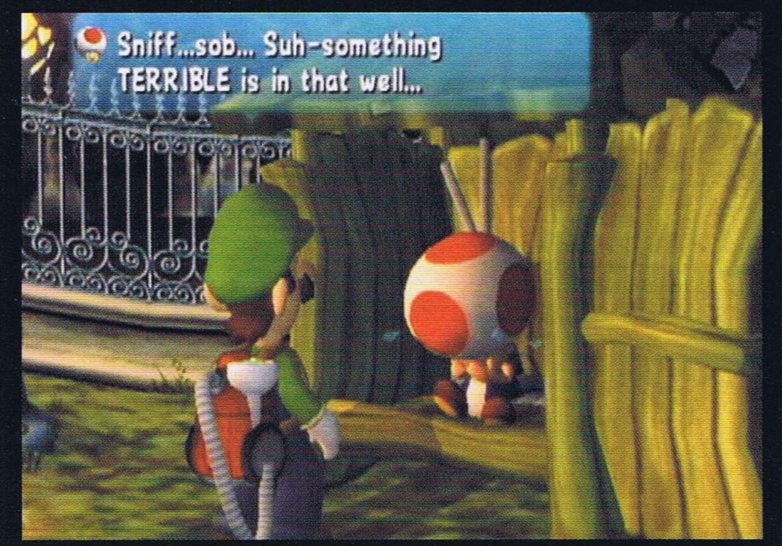
Pikmin! Starting up the game with a *Pikmin* save on your memory card will give you a free Captain Olimar trophy!

Go East It's possible to see Japanese versions of Nintendo's consoles in the trophy room, including an extra-nifty bonus Virtual Boy, by changing the game language to Japanese.



READER'S TOP TEN TIPS

So here it is: tippage by you lot. Top Tip wins a game from The Drawer – simple as that. Got an original tip? Use the form on the next page, then!



1. LUIGI'S MANSION

Burning down the house

Remember when you said how it wasn't possible to burn the entire darn house down? Well, you were wrong. WRONG! Well, sort of. See, once you've collected the fire element, it's possible to burn down those pesky trick doors.
Oliver Pemble, Cheshire

2. SONIC ADVENTURE 2: BATTLE
Chao Dark
Continuously petting your cute lil' Chao with a 'dark' character will eventually turn your little pal over to the dark side.
Lee Clark, Derby

3. SUPER SMASH BROS MELEE
Fox clever
When playing as the spacetastic Fox, press **L**, **R**, **L**, **R** very quickly on the joypad to call up Falco and friends for a little help. Note that this only works on the Great Fox and Venom stages.
Mathieu De Guchteneere, Brugge

4. ROGUE LEADER
All TIEd up
When there's a TIE Fighter on your tail, wait until the camera pans out before tapping **X** to make it disappear.
Arun Rao, London

5. SONIC ADVENTURE 2: BATTLE
Bump 'n' grind
When grinding, never use the analogue stick – simply press and hold **B** and you'll move faster and longer.
Euan Cameron, Greenock

6. BURNOUT
Speed lines
For maximum speed boostage, drive over the white lines in the middle of the road on a straight.
Scott Callard, Devon

7. ROGUE LEADER
Twin Falcon
Pilot the Millennium Falcon in the Battle of Endor mission and there will be two of the rickety ships floating in space!
Janne Kaitila, Finland

8. TONY HAWK'S PRO SKATER 3
Nose best
When in a manual, press **R** to do a pivot and then press it again to pull off a nose pivot, which should bump your points total up nicely.
Jordan Bradbury, Hampshire

9. SONIC ADVENTURE 2: BATTLE
Ringing the changes
It's possible to sell items from your Chao garden, such as fruit and eggshells, in exchange for rings.
Darren Holmes, Wales

10. PIKMIN
Over the wall...
To increase your pikmin supply really quickly, bomb-rock the wall next to the stump at the impact site, and take some blue pikmin out there – you'll find some clams with pearls that are worth 50 sprouts! Throw them into the pikmins' mouths and then call them back.
Paul Wilkie, Fife



The doctor will see you now – and his stethoscope is very cold. Cough, please...





Dr Kitts,
In *Agent Under Fire*, the guards wearing black are giving me hell. How can I stop them from ending my game sessions early?
Don Rowan, Devon

Dr Kitts gives himself a CAT scan...
What you need to do to send these super-thugs to meet their maker is take your time and line up some head shots. This will dispose of them in one hit, as opposed to many random multiple shots. Remember, you young whippersnapper – patient head shots are a virtue.

Dr Kitts,
I'm having huge problems with those bomb-rocks in *Pikmin*. I keep blowing the wrong things up. What am I doing wrong?
Jennifer Berry, Essex

Dr Kitts looks up Senegal in the index of his World Atlas...
Ah, the age-old art of dealing with explosive devices. Why, in my day it was a staple part of the school curriculum, along with Greek, Latin and bare-knuckle boxing, but now they seem more concerned with things like Life Studies. Whatever – what you need to do is pick up a bomb-rock, then make sure you throw the pikmin with it at your target. Devastatingly simple.

Dr Kitts,
I'll be brief, as I think you're a man who appreciates the art of brevity. How do I beat The Vulture Escapes clash on *Spider-man: The Movie*?
Carlton Hines, Warwick

Dr Kitts calculates Pi to 2,078,021,076 decimal places...
The answer to your question is to try the peaceful way for once. Forget trying to take The Vulture down – for now, at least – and instead repair everything he destroys with webbing. The easiest way to avoid his projectiles is to stay above him, altitude wise. Er, obviously.

Dr Kitts,
Okay Kitts-meister, how do I gain some super-high stunt scores on *SSX Tricky*? It's just that there's this beautiful young lady I want to impress...
Franco Smith, Nottingham

Dr Kitts has a turn for the worse while perusing the goods on sale at the dairy aisle of his local 24-hour supermarket...
You poor misguided fool! Playing videogames isn't going to impress young ladies! Well, not attractive ones, anyway. But whatever, the answer to your dilemma is that pressing ***Down*** *and* ***Left*** *on the D-pad, the* ***L***, ***R***, *then* ***Z*** *and* ***B*** *should see you pulling off a very tasty non-Über Jump. Now, be off with the lot of you.*





CODE BANK

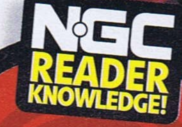
Harness the power of codes to enhance your gaming success…

SSX TRICKY

■ Complete all the chapters in your Trick Book and you'll unlock the alternative character costumes.
■ Complete the World Circuit mode with a Master rating to access the chrome outfits.
■ To use a character's Über Board, complete all of the tricks in their trick chapter.
■ Achieve any medal in all of the courses in Race mode to access the Untracked course.
■ Gain any medal in all of the courses in Showoff mode and the Pipedream course will be at your disposal.

LEGENDS OF WRESTLING

■ To unlock Fritz Von Erich, complete the career mode with Kerry Von Erich.
■ Completing the career mode with Kevin Von Erich will let you play with David and Michael Von Erich, for wholesome Von Erich family fun.
■ Finish the career mode with any of the 'loved' wrestlers and you'll be able to fight as Jimmy Hart.
■ To fight as Cool Captain Lou Albano you'll need to beat the career mode with any 'hated' legend.
■ Completing the South East Territory will unlock King Kong Bundy for you.
■ Complete the game with any character in Career mode and you'll unlock the following hidden arenas: Back Lot, Gym, Beach Resort, and Casino.
■ Successfully completing the Vs Tournament will give you access to Ivan Koloff.
■ Completing Career mode with Terry Funk will unlock Dory Funk.
■ Claiming the Tag-Team belt in Tournament mode will allow you to compete as Mr Fuji.
■ Winning a tag-team tournament will unlock Robert Gibson and Ricky Morton (aka the Rock-N-Roll Express).
■ Beating the Career mode with The Sheik will open up Sabu as a playable character.
■ For the full complement of rasslin' rogues, head to the main screen and enter the following: **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **Y**, **Y**, **X**.



In Spiderman: The Movie, if you look hard enough you can sometimes see the word 'Chaos' appear in the air!
Sophie Wilks, Surrey

VIRTUA STRIKER 3 V2002

■ To unlock the Century Stadium, play the Road to International Cup until you get to year four. It will then be available for selection after you win your first game in the World Cup.
■ To play as FC Sonic, accumulate 20 points in Ranking Mode. They will then challenge you, and become yours to play with if you beat them.
■ To unlock Yukichan United, you need to accumulate 30 points in Ranking Mode, then see off your challengers.
■ To strut your stuff in the Velvet Stadium, you merely need to win the World Cup!

LOST KINGDOMS

■ The text on the loading screen can be moved around with the wonders of the analogue stick.

JEREMY MCGRATH SUPERCROSS WORLD

Enter these codes on the main menu for the following snazzy effects:

■ **B, X, R, L, Right** Big Heads
■ **Up, Up, Y, Y, X, X** Bouncy Bike
■ **Left, Right, Up, Down, B, B, B** Gives you 'Moon Gravity'. Great.
■ **Down, Down, Down, L, R, Z** Unlimited Turbos
■ **L, R, Z, L, R, Z** No boundaries
■ **Z, X, Z, X** Tag Mode
■ **L, Z, Left, Right, B, B** Tiny Mode

■ To unlock all of the bikes, complete Hardcore in Career Mode.

BURNOUT

■ To unlock the Roadster, you need to complete face-off 1.
■ To unlock the Tow Truck, you need to complete face-off 2.
■ To unlock the Saloon GT, you need to complete face-off 3.
■ To unlock the Bus, you need to complete face-off 4.

SMASH BROS

■ It's possible to listen to different music while you're practising the Target round – just hold down the **L** or **R** shoulder buttons while choosing your character.

■ Holding down **L**, **R** and **Start** at the same time on the stage screen also causes different music to play.



YOUR TOP TIPS Share the knowledge and bag yourself a prize…

Found an interesting cheat, tip, secret or quirky thing in one of your games? Then send it into us immediately! Each month we'll stick the best into our Readers' Tips section. In return, if your tip is the number one readers' tip, we'll send you a Gamecube game of your choice. Sound good? Then don't hesitate – DO IT!

HERE'S MY TOP TIP…

IT'S FOR

AND THIS IS HOW IT WORKS



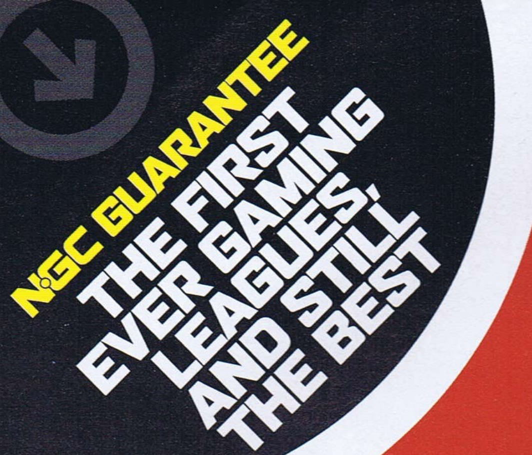
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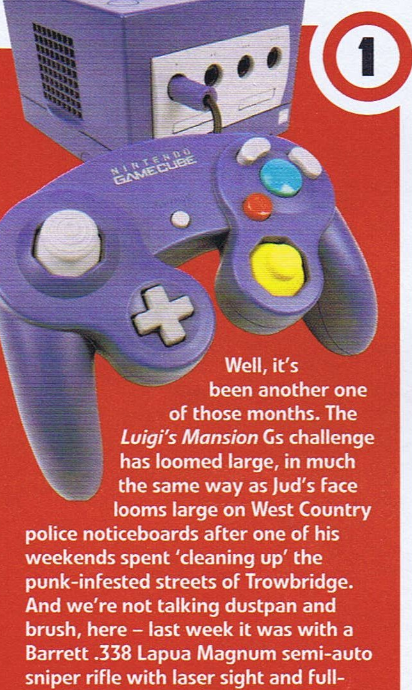


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ARE YOU 'GAME' (HO HO)? SEND US YOUR SCORES THEN – WE'LL PRINT THE BEST RIGHT HERE!

I'M THE BEST



Well, it's been another one of those months. The *Luigi's Mansion* Gs challenge has loomed large, in much the same way as Jud's face looms large on West Country police noticeboards after one of his weekends spent 'cleaning up' the punk-infested streets of Trowbridge. And we're not talking dustpan and brush, here – last week it was with a Barrett .338 Lapua Magnum semi-auto sniper rifle with laser sight and full-metal jacket armour-piercing bullets.

Jud might be able to unload a full 17-round Glock clip into a crack dealer in just under 3.2 seconds, but this pales in comparison to some of the times and scores we're beginning to see coming in from you lot – not bad when you consider Gamecube's only been out for a couple of months. But we also want to hear what games challenges *you'd* like to see on the boards – we'll be hoisting up new leagues soon, so send your scores and ideas in to the usual address now… *RIGHT NOW*!

1 STAR PERFORMANCE

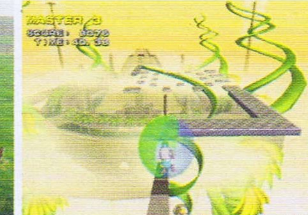


2 How the seemingly mighty have fallen. No sooner than East Sussex's **Jamie Butters** had sealed the envelope to his planet-beating score on *Luigi's Mansion*, than cocky new boy **Daniel Mitchell** (suspiciously, also from East Sussex) slipped in ahead of him by the slimmest of margins (a mere 380,000Gs).

Anyway, that's enough *Luigi's Mansion*. This month we were sent some worryingly accomplished *Monkey Ball* performances recorded on a memory card. Hapless chimps pinballing randomly off scenery, to somehow cross the finish line in a matter of seconds? It can be done – turn to page 78 for the evidence. In the meantime, **Patrick Waring**, **Pete Lovell**, **Ian Minett** and **Dave Chamberlain** are due a manly slap on the back, a frothing pint of nut-brown ale (age permitting), and some certificates – that's five in one month. Snakes alive!







3 HOW TO PROVE YOUR ACHIEVEMENT

When sending us evidence of your gaming achievements, it's useful to follow these steps…

PHOTOGRAPHS

If you're sending us photographic evidence:

1. Turn off the camera's flash (or cover it up) to prevent it from reflecting off the screen.
2. Make sure there's no sunlight coming into the room.
3. Use a fast film (a 200 or 400 ASA).
4. If you're using a digicam then use a slower shutter speed.
5. Point at the screen and click away.

PLEASE NOTE: In the past we've had experience of certain scamps 'fiddling' with their photographic evidence, so this time round we're being extra-specially (is that right?) careful. We would, in fact, welcome video evidence over photographic evidence. If, however, you can only send photos, be warned: any doubts over the legality of your entry will lead to instant disqualification, and jeering. Harsh but fair, we feel.

VIDEO

If you're going to be sending us the evidence that comes on a tape, follow these instructions carefully:

1. Plug the TV lead from the Gamecube into the Signal In socket of your video.
2. Connect the Signal Out socket on your video to your TV.
3. Once everything is switched on, find a spare channel on the video and search for the signal.
4. After completing and recording the challenge, send us the tape (rewound back to the beginning if you please).

NGC YOUR BEST PERFORMANCE

4 HERE'S MY BEST PERFORMANCE…

LUIGI'S MANSION
Total number of Gs ....
Time taken to beat final boss ....
....

WAVE RACE
Aspen Lake best race time..........
Lost Temple Lagoon stunt score ....
Southern Island lap time..........

ROGUE LEADER
Battle of Endor kills..........
Death Star Attack accuracy ....
Star Destroyer fastest time ....

TONY HAWK'S 3
The Foundry highest score ....
Canada highest trick combo..........
Rio highest score..........

SONIC 2
Juggernaut Level number of rings ....
Escape from the Military Base best time..........
....

CRAZY TAXI
Ten-Minute Mode most money.. ....
Crazy Jump longest jump..........
Crazy Drift combo..........

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If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Or just write with something other than finger-paints.

LUIGI'S MANSION





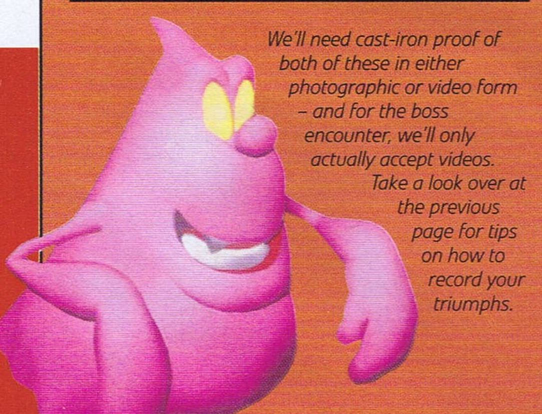
See how many Gs you can notch up at the end of the game.

1	Daniel Mitchell, East Sussex	184,440,000G
2	Jamie Butters, East Sussex	184,060,000G
3	Jack King, Brentwood	179,345,000G
4	Lee McIntyre, Exeter	173,330,000G
5	Matthew Ellison, Cheshire	165,245,000G



See how long it takes you to dispose of the final boss.

1	Tim Wingate, Tyne & Wear	122 secs
2	Grover Mitchell, Newport	139 secs
3	Alex Gough, Rochdale	142 secs
4	Jonathan Bisaby, Leicester	144 secs
5	Kelvin Murphy, Taunton	151 secs



We'll need cast-iron proof of both of these in either photographic or video form – and for the boss encounter, we'll only actually accept videos. Take a look over at the previous page for tips on how to record your triumphs.

STAR WARS: ROGUE LEADER



Most kills on Battle on Endor (you must win at least a Bronze medal).

1	Daniel Ashmore, Cheshire	86
2	Mark Spencer, Galloway	79
3	Ben Fitch, Carlisle	72
4	Ian Scart, Manchester	68
5	Jan Dolby, Denmark	65



Highest accuracy on Death Star Attack.

1	Ashley Coe, Middlesex	69%
2	Reece Croft, Pontefract	63%
3	Daniel Ashmore, Cheshire	62%
4	James McCabe, Derry	60%
5	Martÿn Heule, Netherlands	60%

Fastest time achieved taking out the Star Destroyer in Razor Rendezvous.

1	Martÿn Heule, Netherlands	0:43
2	Daniel Ashmore, Cheshire	0:52
3	Jeff Baker, Newport	0:53
4	Richard Tee, Ayr	0:52
5	Michael Carson, York	1:00

Hey! Travelling through hyperspace ain't like dustin' crops, boy. Whatever relevance that has to anything at all, ever. A photo of your scores at the end of the level will just about do – but video is, as ever, preferable.

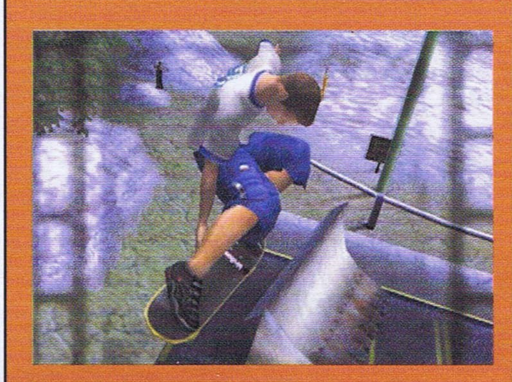
TONY HAWK'S 3





Highest point score on The Foundry level.

1	David Peacock, Co Durham	3,886,325
2	Francis Gover, London	1,530,200
3	Alex Costello, Coventry	962,243
4	Calvin McDonald, Troon	934,980
5	Robert Kilpatrick, Switzerland	467,992



Highest trick combo on the Canada level.

1	David Peacock, Co Durham	3,886,325
2	Gary Lord, Hull	2,173,200
3	Michael Ejih, Netherlands	1,264,190
4	James Bergerac, Richmond	900,334
5	Trevor Carnaby, London	732,460

Highest score on the Rio level.

1	David Peacock, Co Durham	2,574,133
2	Richard McCord, Norwich	2,478,920
3	Conor Shea, Cork	1,936,700
4	Gary Lord, Hull	1,921,333
5	Alvin, Dundee	1,110,754

Remember, Tony Hawk's 3 is blinkin' hard, so you'll need to put in the hours – once you have, get us your proof of the end screen in either photographic or, preferably, videographic form. Ta very much.

SEND YOUR ENTRIES TO: I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

WAVE RACE: BLUE STORM



Your best race time on Aspen Lake in Easy mode.

1	Ben Tatlow, London	1'05"381
2	Jonathan Mace, Hants	1'05"969
3	Martin McManus, Edinburgh	1'26"381
4	Justin Spacek, Aberystwyth	1'39"130
5	Carl Miller, Isle of Wight	1'41"222



Your best stunt score on Lost Temple Lagoon.

1	Paul Beesley, Leeds	1'03'143
2	Sam Carr, Newport	1'04"894
3	Jon Grey, Newport	1'04"910
4	Justin Space, Aberystwyth	1'05"324
5	Gary Lord, Hull	1'08"597

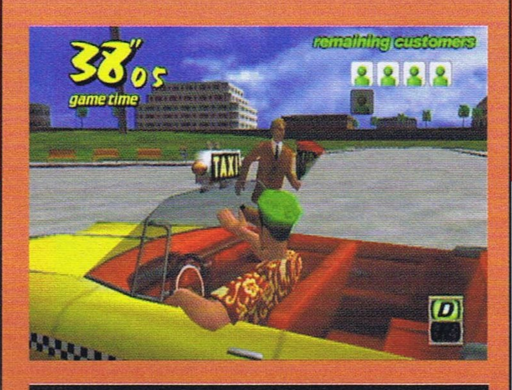
Your best lap time on Southern Island in easy mode.

1	Ben Tatlow, London	0'21"581
2	Martin McManus, Edinburgh	0'25"446
3	David Spackman, Kent	0'32"120
4	Adam Stone, Chichester	0'36"980
5	Stephen Blake, Brighton	0'37"683

Fancy some? Again, we'll need cast-iron proof of your achievements – video is our choice medium, although we may also accept some photographic evidence, provided – of course – that it hasn't been altered or messed with in some way.

CRAZY TAXI





How much money you can nab in the Ten Minute Mode.

1	Alistair Kendall, Bristol	$12,340
2	Billy Keach, Essex	$11,693
3	Karl Davies, Lanarkshire	$9,520
4	Sam Carr, Newport	$9,462
5	Calvin McDonald, Troon	$9,014



What your longest jump in Crazy Jump is.

1	Alistair Kendall, Bristol	351.63
2	Jonny Elstree, Nottingham	346.98
3	Billy Keach, Essex	339.81
4	Nicky Day, Chester	339.73
5	Gary Lord, Hull	328.91

What's your highest Crazy Drift combo?

1	Billy Keach, Essex	19
2	Nicky Day, Chester	17
3	Alistair Kendall, Bristol	15
4	David Spence, Rochester	14
5	Iain Hansen, Tewkesbury	13

For this one, we'll accept photographic or video evidence, but we won't accept 'fiddled-with' photos and we won't accept bribes, either. You know who you are… Well, on second thoughts, it depends how much you're offering.

SONIC ADVENTURE 2





How many rings you can get at the end of the Juggernaut chase section.

1	Jason Roberts, Stockport	87
2	Tim Johnson, Bucks	85
3	David Nielson, Yeovil	83
4	James Coleridge, N Yorks	78
5	Nicholas Gill, Exeter	77



What time you can notch up on Escape from the Military Base.

1	Nicholas Gill, Exeter	01:47:59
2	Jason Roberts, Stockport	01:51:43
3	Alan Farrier, Plymouth	01:51:48
4	Tim Johnson, Bucks	01:55:32
5	Richard Hood, Ayr	02:02:46

Only the fastest need apply for this challenge. And we'll need video evidence for both of these beauties, too.





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STAR LETTER

WIN YOURSELF A BRAND-NEW GAMECUBE GAME!



'With singer'

A true story for you: I work as a co-host at a radio station called C-Dance in Belgium, based in a little village called Wuustwezel. It's pretty deserted, with lots of open fields with nice cows in them, doing their – you know – *business*. Er, anyway, one day we got a visit from popular 'beat combo' Ian Van Dahl (I believe they're big in the UK), and I took the opportunity to pose with singer Annemie and my copy of **NGC**. She said she really liked the mag, and I told her everything about the marvellous Gamecube. She was enthralled.
Kris Nicolaï, Belgium

***Entralled? Bet she was.* Ed**

WIN!

We're so impressed with Kris' celebrity stalking that we want more. We want to see pictures of 'famous' celebrities holding a copy of* NGC*. How you get them to do it and who they are, we don't care. The prize? How does a night out with the* NGC *team sound? What? RUBBISH? Oh. Well, tough: the winner will get an all-expenses-paid (by Kittsy) trip to Bath, where we'll let you in on the secrets of magazine-making and then give you a tour of the town. We'll even put you up in a hotel. Like the sound of it? Then send in your photos to:

Celebrity Stares
***NGC** Magazine*
30 Monmouth Street
Bath
BA1 2BW
or email ngc@futurenet.co.uk

NGC NITES
VIP TICKET

'Current crop'

Although criticism of the new *Zelda* has obviously fallen away now that everybody's seen it in action, I still can't help but feel it was the only thing Nintendo could have done. The transition between *Zelda: Link to the Past* on the SNES and *Ocarina of Time* on the N64 was amazing – and a lot of it had to do with the switch from 2D to 3D. That switch isn't possible with the new *Zelda*, and anyway, there's only so far developers can go in terms of realism on the current crop of machines. Adaptation is the key, as this'll allow greater flexibility. Thankfully, this is what The Big N have realised and are doing: not being drawn into the inevitable advances in technology, and instead taking games in new, exciting directions and the Cube to its creative limits. Good on 'em.
Joe Davis, Wiltshire

***Nintendo rarely get it wrong when it comes to games, and they're unlikely to start with* Zelda*. Sceptics might be fooled by how the game looks, but the rest of us shouldn't: at its core beats the heart of a very adult, hugely inventive adventure game.* Ed**

'Handing out'

Does anyone else worry that the increasing amount of titles Nintendo are handing out to second- and third-parties, as good as they're likely to be, will have a detrimental effect on the overall quality of the Cube's line-up? As far as I'm aware, Nintendo have just two big in-house projects – *Mario Sunshine* and *Legend of Zelda*. Where are the other world-beating titles coming from now Sega have *F-Zero* and Namco have *Starfox*?
Gary Roberts, via email

***Wouldn't worry too much. We might not see the reasons why this year, but secret projects are very much on inside the reinforced walls of Nintendo.* Mario Kart *and* 1080° *are two – the others are brand-new franchises. Keep 'em peeled.* Ed**

URTXTS

Finished reading ish 69 great mag stuart • grintendo rocks - not seen my joke though tom • malala! bob

'Mysterious'

So, I was reading your mag and saw that, in your list of contributors, there was someone called 'The Mysterious Z'. Who is this Z? And why is he so mysterious?
Thomas Phipps, via email

***Mwa. Mwahaha. MWAHAHAHA! Hope that helps.* Ed**

'German soap'

I was sitting in German class at school the other day watching a German soap series called 'Susanne', when I was shocked to see a copy of your magazine – issue 25, I think – just lying around in the background.
Adhnan Chaudhry, via email

***Great stuff. We managed to dig out the proof too.* Ed**



Bonus Letters

How about infuriating drunken hobos by poking them with sticks until the council takes them away?
Phil Greig, via email
***I love it when a plan comes together.* Ed**

It probably left with Greener, hidden somewhere in the vast emptiness of his brain.
Tim Coles, via email
***Brain? Greener?* Ed**

I'm assuming this was some sort of joke.
"Toad", via email
***Sort of.* Ed**

You should replace Geraint with something more competent. Like a monkey.
Toby Taylor, Norfolk
***What would be the point of replacing a monkey with a monkey?* Ed**

I should imagine the Xbox controller would make quite an effective caber. (Me being Scottish and all.)
Alex Dunning, via email
***It's an idea.* Ed**

Answer me this: how stupid do you think we are?
Adrian Martin, via email
***…* Ed**

'Right direction'

I recall buying my N64 and *Mario 64* with fondness, not least because it was such a revolution – the first proper 3D platformer and one of the best games ever. On buying my Gamecube, I expected more of the same, but I have to admit I've been disappointed so far: *Smash Bros*, *Wave Race* and *Rogue Leader* are all good games, but they don't really offer anything new or groundbreaking. I would say the only truly original title on Gamecube is *Monkey Ball*. Even *Mario Sunshine* isn't totally original. To me, the main difference is that he now carries a backpack. Shouldn't we expect more?
Joe Taylor, Bristol

***Point taken, but while* Monkey Ball *is a quirky idea, it's still essentially a jazzed-up version of* Marble Madness*, an 18-year-old arcade game. Fact is, there's not many original ideas left – even Nintendo struggled with* Mario Sunshine*, a sublime game, but similar to its predecessor. The question is whether this actually matters: if the game's quality is high, will a lack of originality stop you buying it?* Ed**

'Load of junk'

If I had a development kit, I would make the best game in the world. Better than *Sonic*. *Sonic* is a load of junk and I am capable of making the very best game ever.
Jacob Cannon, via email

***Great point, well made.* Ed**



HONOURABLE MENTIONS
Thanks to everyone else who wrote, emailed and texted us this month.

You included: M Kenny, via email; Jamie Wright, via email; Matthew Lias, via email; Gareth Jones, via email; Kev Mitchell, Preston; Michael Kalinski, via email; Noah Rules, via email; Jamie Jannaway, via email; Lee Machin, via email; Terry, via text; Ant, via text; Julian Birch, via email; Toby Bishop, via email; Sytze Veenstra, via email; Gareth Clarke, via email; C-Dude, via email; Jesse Bescoby, Brighton; Marnix Mulder, Holland; Tom Boorman, Enfield; Ramon Diez-Canedo, via email; Ben Winstanley, Sale; Michael Coombes, via email; Max 'Crok' Peake, via email; Mark Wiles, Lincolnshire; Jonathan Brain, Caerphilly; Michael Rumsby, via email; Baen 1990, via email; DolFin, via email; DJ Stivayou,

'Really mean'

Why do you try to make all Gamecube-only titles seem so fresh, innovative and exciting, and conversions – especially PS2 conversions – seem like a waste of time? In your *Simpsons Road Rage* review in NGC/68, you said, "the graphics are straight out of the PS2 textbook" while *Spy Hunter* looks "ropey at best… like a PS2 game". Okay, so some PS2 games have poor visuals, but games like *Final Fantasy X* and *Devil May Cry* are exceptional. And, in your score bars, what does Mastery really mean? Are you saying that a game will score lower if it's already available on another format?
Mark Rawle, via email

***No. What we're saying is this: why should we have to put up with games such as* Road Rage *that are simply ported across, without any attempt to add new features, or make use of the Cube's graphical superiority? Mastery reflects this – we are marking a game on mastery of the hardware. Games like* Road Rage *and* Spy Hunter *make no attempt to use what is on offer from Nintendo. It's not an agenda against PS2 ports –* Tony Hawk's, Burnout *and* SSX *all scored over 86 – it's an agenda against rubbish PS2 ports. Simple as that.* Ed**



△ ***Road Rage*: crud whichever way you look at it.**

'Only female'

You made a mistake in NGC/68 by claiming that Carrie Fisher was the only female in the entire Star Wars trilogy. (Apart from Aunt Beru.) I think you'll find that in Return of the Jedi, the Rebel Alliance leader is a woman by the name of Mon Mothma.
Steve Robertson, via email

***Sure you don't mean Man Mothma?* Ed**

'Further inspection'

What an interesting discovery I made on stumbling across a site called firebox.com. It seems they were selling a retro-game handset device called Mega Joy II, which you can plug straight into the back of your television… on further inspection, it also transpired that this 'machine' is shaped exactly like an N64 pad! But only two of the built-in games were Nintendo titles: *Donkey Kong* and *Ice Climber*. Lawyers!
Thomas Brookes, via email

***They're great, aren't they? Hundreds of games on them, and it's only afterwards that you find out about 50 of them are individual levels from the same game. What a load of stinking rubbish.* Ed**

△ **We gave ours to Jud – one of the games 'involves tanks', apparently…**

Holland; Anne Kitching, Derby; Cabbage 2001, via email; Daniel Perren, via email; Tom J Woody, Gillingham; Anders Lundstedt, via email; James Kelly; via email; Barry Larter, via email; Chris Wacco, Dunstable; Lucy, via text; Stuart Masterton, Milton Keynes; Gary Cocker, Dundee; Craig Clements, Southend-on-Sea.

Bonus Letters

Ask anyone: I bet I'm right.
Panku Kaluba, via email
***We asked anyone. You were wrong.* Ed**

I convinced my mate to buy a Gamecube. I reckon that means Nintendo owe me.
Steven Riley, via email
***'Course it does.* Ed**

I have a brother and a father and a mother and a Gamecube.
Temujin Doran, via email
***Sounds great.* Ed**

I don't care what anybody else says: Luigi is stuffed in that backpack of Mario's.
Petri Kataja, via email
***Well, it's a theory.* Ed**

I'm not much of a letter writer, so I'll let you get on with your work.
Andrew Brown, Sunderland
***Cheers.* Ed**

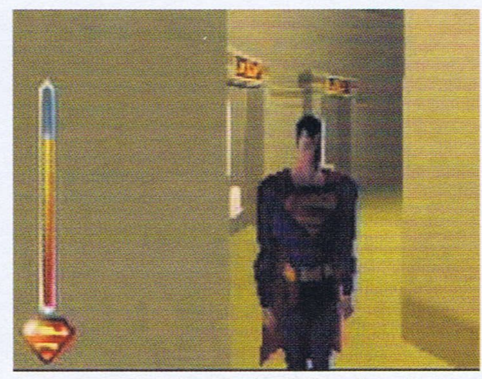
I hope I'm right or I'll feel like a right old salad.
Darrell Hayward, via email
***Salad. Unusual.* Ed**

URTXTS

why have Konami changed iss and made it worse than the nG4 version? ■ you've spelt other otehr ■ pikmin is class



△ **Re-live the final with famous strikers like, er, Rivasko.**



△ ***Superman.* Seek it out for Lex Luthor's Solve My Maze.**

'With Ireland'

Am I the only person in the world who thinks the gameplay in *ISS 2* is dire? I've played all three difficulty modes, single-player and multiplayer and, although it looks fairly nice, the controls are awful: players are unresponsive, they have huge turning circles, they move incredibly slowly and the power meter is a failure. It's also not difficult enough – I won the World Cup on Hard with Ireland on only my second attempt.
Marc Graham, via email

***It's not the best* ISS *game ever made, but it's still the best footie game on the Cube. (Not hard when the other's* FIFA.*) We like it, but we take your point about the turning circles and unresponsiveness.* Ed**

'From prison'

As you might be able to tell from the address at the top of my letter, I'm writing to you from PRISON! I reckon I must be the first EVER prisoner to write to NGC.
Here's how: I got into a petty fight outside a nightclub. No serious harm was caused to the 'victims' but I still got 18 months. Still, the fact that I'm the first prisoner to appear in Mailbox is an achievement. An achievement that, I believe, is worthy of a prize. Like a Gamecube. If you send it to me, I'll be your office protection. Forever.
Adam Sawyer, HC4548, Howard Wing, HM Young Offenders Institute, Nuffield, Henley on Thames

***Kittsy already provides a reliable protection service. However, one thing that might be worth pointing out is that Geraint and Dan reckon you have – and I quote – "girl's handwriting". I'm thinking maybe you could all 'meet up' after you get out.* Ed**

'McCloud's gun'

In response to Sami Koivunen's letter in NGC/68 about Fox McCloud's gun appearing to be a Beretta, I'm sure it's actually a Glock 17L. Worth mentioning.
Nick Thomas, via email

***Definitely. (Cries.)* Ed**

'My prize'

Lex Luthor's Solve My Maze is clearly a reference to the staggeringly inept N64 game, *Superman 64*, from Titus. So, where's my prize for being the first person to notice it? (Don't reply and I'll phone you. I swear it.)
Brandy The Yellow Dog, via email

… Ed

CORRECTION CORNER

We don't make mistakes. ('Don't' meaning 'do'…)

I was reading your preview of *1080°: White Storm* in issue 69, and noticed that you said Rob Hawyood was British. Wrong. Hawyood's from America. Tsch.
Rupert Allison, via email

***British and American – what's the difference? They both speak English. Next you'll be telling me French and Spanish aren't the same language.* Ed**



On page 119 of NGC/68, you state that Kamek was rejected from *Mario Kart 64* in favour of Wario, and yet it clearly shows in the pre-production screenshot you featured that Kamek is in second while Wario is in fifth.
Alun McRae, via email

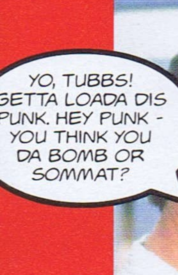
***Yes. That was the answer you were after, right?* Ed**

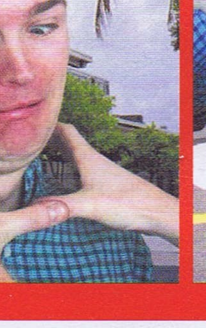
Grintendo!

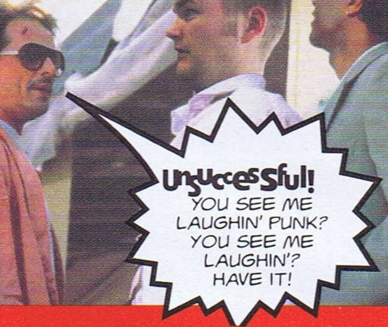
EVERY MONTH, WE'LL TEST YOUR JOKES ON A FAMOUS CELEBRITY. IF THEY GIVE IT THE THUMBS UP, YOU WIN A GAME OF YOUR CHOICE. DEAL?
THIS MONTH: JONATHAN GOVER, VIA EMAIL

NGC SPECIAL GUESTS CROCKETT and TUBBS from Miami Vice

WRITE TO... GRINTENDO/MAILBOX/NGC/30 MONMOUTH STREET/BATH/BA1 2BW/OR EMAIL NGC@FUTURENET.CO.UK







Pastel jackets and stubble pics: © Kobal

'At the credits'

Did you know that Geraint is moonlighting as a cameraman? No? Have a look at the credits for Channel 5's The Spider-man Story. I'm sure it'll be repeated.
Michael Holland, via email

***No wonder he doesn't do any work.* Ed**

'Engagement'

While on holiday in New York recently I spotted a pair of Nintendo-branded 'walkie-talkies' on sale for $13, which I thought would come in really handy for things like… er, well, just things. However, when I went to purchase a pair, my girlfriend reminded me that I was 28 and should be shopping for engagement rings.
Nicolas Blaza, via email

***You weren't missing much to be honest. We got a pair of these in the office. Total rubbish, they are. The only way you can hear anything is if the other person is standing in the same room as you. In the same room as you and right in front of your face.* Ed**




'Nice people'

Twycross in Leicestershire, is it? Have this! Solid proof that Rare is, in actual fact, in Warwickshire because – get this – I have a letter from the nice people at Rare.
Lawrence Craddock, Portsmouth

***Solid proof indeed. Solid proof, that is, that Atherstone is the nearest postal sorting office.* Ed**

URTXTS
make sure rare dont go multi pete • keep up the good work andy • thanx 4 the book • my name on 'the list' chris

'Is rubbish'

In the Your New Gamecube feature at the back-end of **NGC**/68, you stated that the Gamecube's utilisation of Dolby Pro Logic II surround sound allows you "to hear Gamecube games as they should be heard". Couldn't agree more. So, why does Nintendo's 'high-end' RGB Cable NOT offer connectivity to the external surround-sound amplifier you so strongly advocate? Because of this oversight, the choice you're left with is rubbish: you either go with composite leads which can be rigged up to your amp no problem but provide awful picture quality, or you can opt for Nintendo's RGB cable which offers gobsmacking picture quality but rubbish sound through the TV's tinny speakers.
Craig Marcellus, via email

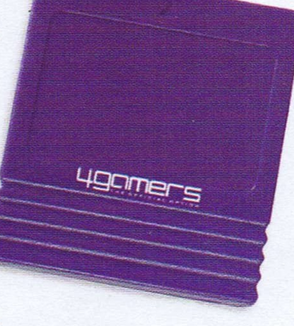
***Kittsy, NGC's wild-eyed technical guru, reckons thus: "Have a look around the back of your telly and you should find a couple of audio-out phono sockets (they look just like audio-ins, which doesn't help). Use those to connect to your amp and you'll have surround sound and a decent picture. Failing that, get an adaptor to split the audio signal from the Scart lead (check the small ads in home cinema mags), or buy a better TV."* Ed**

'Tomato sauce'

In my otherwise tedious maths exam recently, this question cropped up: if Mario makes one-and-a-half litres of tomato sauce from five tomatoes, how much sauce can he make from 15 tomatoes? I wonder.
Jonathan Barron, Nottingham

***For… thir… It's a trick question, right?* Ed**

'Grenade'



A brief word of advice: *do not buy* the 4Gamers 8Mb Memory Card. It must rank as one of the most unreliable storage devices in the world. It deleted all my *Monkey Ball*, *Tony Hawk's* and *Luigi's Mansion* saves and then, shortly after, did for my *Star Wars* and *Smash Bros* saves too. I was so angry I had no option but to stuff it it a rabbit hole with a grenade.
Harry Watts, via email

***Tell us there wasn't a rabbit in the hole.* Ed**

SO TELL ME THIS...

The questions that bug you like a mosquito, answered efficiently.

1. Will there be a *Pikmin* sequel?
2. What news of *Golden Sun 2?*
3. Last one: was there any news of a *Banjo-Kazooie* sequel at E3?
Michael Fenton, via email

1. Yes. NGC spoke to a number of sources at E3 that confirmed it's one of Nintendo's next projects. Remember we said they were wanting to spend more time creating newer franchises? Here's your evidence.
2. It's out in Japan now – bank on seeing it here at Christmas.
3. Nope. It all depends on what the future holds for Rare. If they stay put, then we'll probably see it. If they go, then we'll probably, er, see it. It'll happen, anyway.

Any more news on when *Medal of Honor* is coming out?
Alex Godfrey, Stockport

Still end of the year, as far as we know. Don't be surprised if it slips into next year, though – EA don't exactly hurry their conversions.

1. Whatever happened to *Wild Metal Country*, the DMA game that looked pretty good back in **NGC**/18?
2. What's the likelihood of a sequel to *Snowboard Kids*, then?
David Tooth, Sheffield

1. Gone and forgotten. To be honest, while it looked nice, it wasn't that great to play.
2. Not great. Shame, really, we were big fans of it too. (Especially the dustbin lid weaponry.)

Two of my favourite games on the original PlayStation were *Time Crisis* and *Point Blank*. As you're probably aware, they both required the Namco Light Gun. So, any chance of a Namco gun game on the Cube at any point in the near future?
David Nightingale, via email

***It's not out of the question now that Namco are on board with the Starfox sequel. Having said that, we wouldn't expect any news on it – if it comes – any time soon. They've got stacks on their plates already, including the brilliant* Soul Calibur 2.**

What's the latest UK release date for *Mario Sunshine* over here?
Danielle Bell, via email

27th September, according to Nintendo's ever-changing release schedule. Bizarrely, it's probably going to come out on the same day as* Eternal Darkness. *Why?

1. Will an American Wavebird work with my PAL Gamecube?
2. What's the 'skinny' on when *Kameo* is coming out?
Edward Evans, London

1. Indeed it will. (And it'll cost you fifty quid for the pleasure.)
2. Good question. And one which no one apart from Rare know. It's a good bet that it's still pootling along development-wise, but we'd be aiming our eyes towards the arse-end of 2003 as far as release dates go. If it actually ends up being a Gamecube game.

When's *Conker's Bad Fur Day 2* coming to the Gamecube?
Jonathan Challinor, Stafford

Not for a good while. Kameo and DKR are the next ones on the production line, but there's even doubt over them. Sorry.



WWE X8

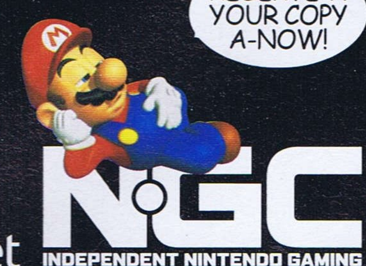
The **first UK review** of the newest Gamecube grappler. Only in **NGC**.

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LEGEND OF ZELDA

Unbelievable new shots – you won't see these anywhere else!



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SUPER MARIO'S WORLD

Keep pressing the A-button through the menus of many Nintendo titles and Mario's the character you'll end up with. His reassuringly familiar face has beamed from the covers of countless game boxes over the years, and for such a prolific character he's had a phenomenally good ratio of hits to misses.

Having starred in four titles that were, in their day, each acclaimed as the Best Thing Ever (*Super Mario Bros*, *Super Mario World*, *Mario 64* and *SMB3* – the single biggest-selling game of all time) Mario *is* Nintendo. The many gaming worlds he has inspired are a rich source of memorable characters, and even a vague association with Mario is the most reliable 'seal of quality' you could hope for in a videogame.

To celebrate his latest gaming triumph we've rounded up a selection of the most significant moments from his long and illustrious career, and some of the many faces he encountered (and jumped on) over the years. For a humble plumber, Mario weaves an intricate web.



NINTENDO FAMILY TREE

THE EARLY YEARS

Mario began his career as the monkey-mistreating Jumpman in **Donkey Kong (1981)**, and was joined by his leaner, greener sibling in **Mario Bros (1983)**. Both arcade outings spawned home conversions on multiple formats, and can often be found as minigames in larger Nintendo titles.



THE GAME BOY CONNECTION

Mario's handheld adventures run from the rather basic **Super Mario Land (1989)** to the sumptuous-but-short **Super Mario Land 2: 6 Golden Coins (1992)**. He was replaced by his childhood rival for **Wario Land: Super Mario Land 3 (1994)**, which proved successful enough to inspire three quickfire sequels of its own between 1998 and 2001.

THE HOLY TRINITY

Super Mario Bros (1985) was the first platform game of its kind, paving the way for thousands of inferior imitations. The sublime **Super Mario Bros 3 (1988)** and **Super Mario World (1990)** were ample proof that while the Mario formula could be easily copied, only Nintendo possessed the genius to make genuine classics from it.

THE SPIN-OFFS

Although billed as a true sequel, **Super Mario Bros 2 (1987)** was a Mario-flavoured rehash of an older game called *Doki Doki Panic*. **Luigi's Mansion (2001)** brought us a new style of Mario gameplay, while **Super Mario RPG (1996)** and **Paper Mario (2000)** introduced turn-based combat to the Mushroom Kingdom. **Mario Party (1998)** and **Super Smash Bros (1999)** were further demonstrations of Mario's limitless sequel-spawning potential.



BRAIN TEASERS

Wrecking Crew (1985) was an early Mario platform-puzzler, later followed by a variety of *Tetris/Columns* playalikes including **Dr. Mario (1990)**, **Yoshi (1991)**, **Yoshi's Cookie (1992)** and **Wario's Woods (1994)**.

SPORTS HERO

Wacky racing games with weapons and go-karts didn't exist until **Super Mario Kart (1991)** invented the genre. **Mario Kart 64 (1997)** was a fantastic four-player update, while the Camelot-developed **Mario Golf (1999)** and **Mario Tennis (2000)** hinted that our hero could excel at any sport he turned his hand to.



THE THIRD DIMENSION

Mario was sensible enough to stay well clear of the ill-fated Virtual Boy console, appearing only in the puzzle-flavoured **Mario Clash (1995)** and the solo sports sim **Mario's Tennis (1995)**. **Wario Land (1995)** was the machine's only must-play game.

MONKEY BUSINESS

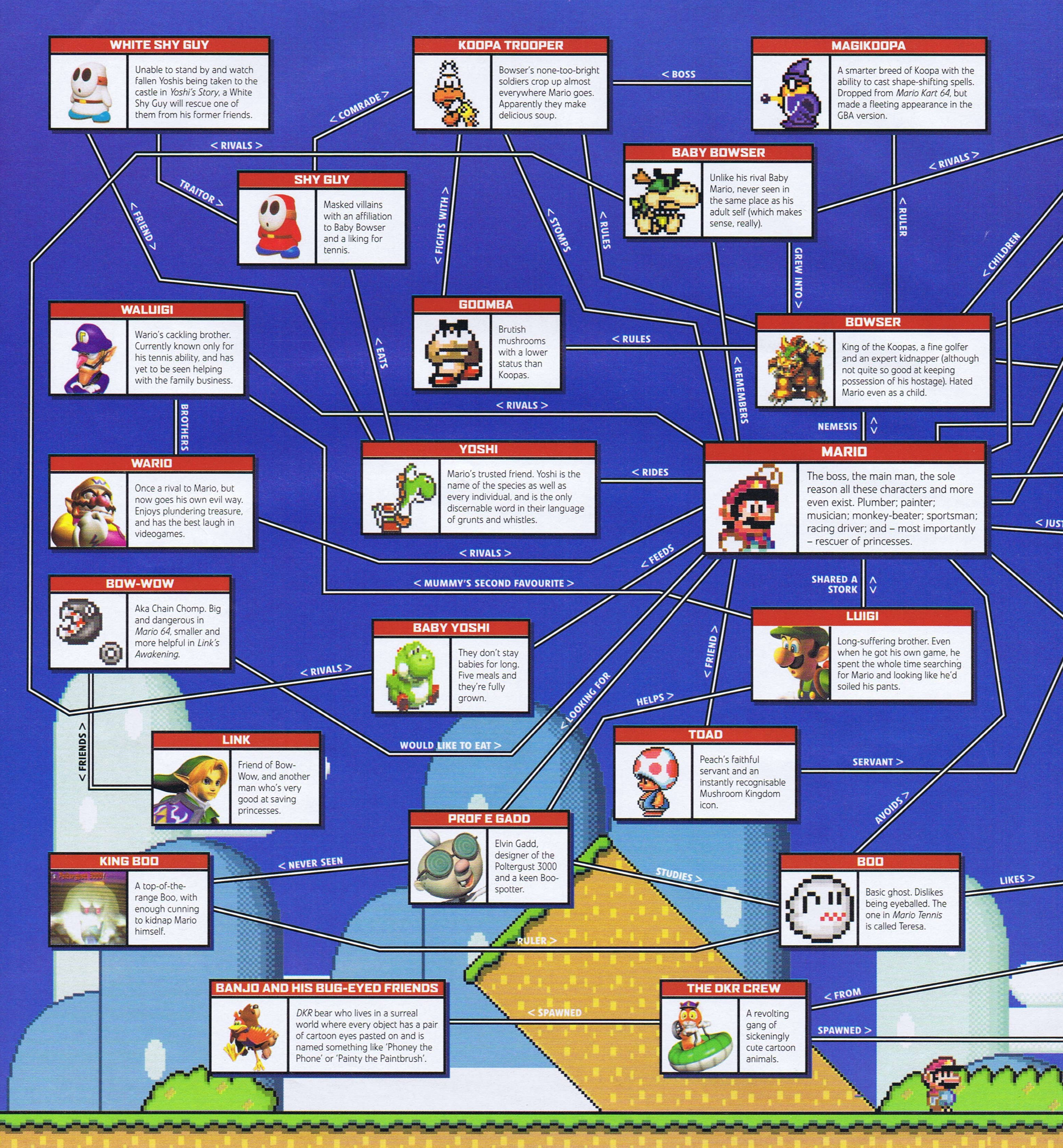
After being trusted with the task of resurrecting Donkey Kong, Rare produced the hugely successful **Donkey Kong Country (1994)**. Two quick sequels, **DKC 2: Diddy's Kong Quest (1995)** and **DKC 3: Dixie Kong's Double Trouble (1996)**, cashed in on that popularity while diluting the Kong name with a huge cast of mostly unlovable new apes. A dire TV series (typical episode title: 'Four Weddings and a Coconut') followed, with **Diddy Kong Racing (1997)** and the epic **Donkey Kong 64 (1999)** rounding off the series.

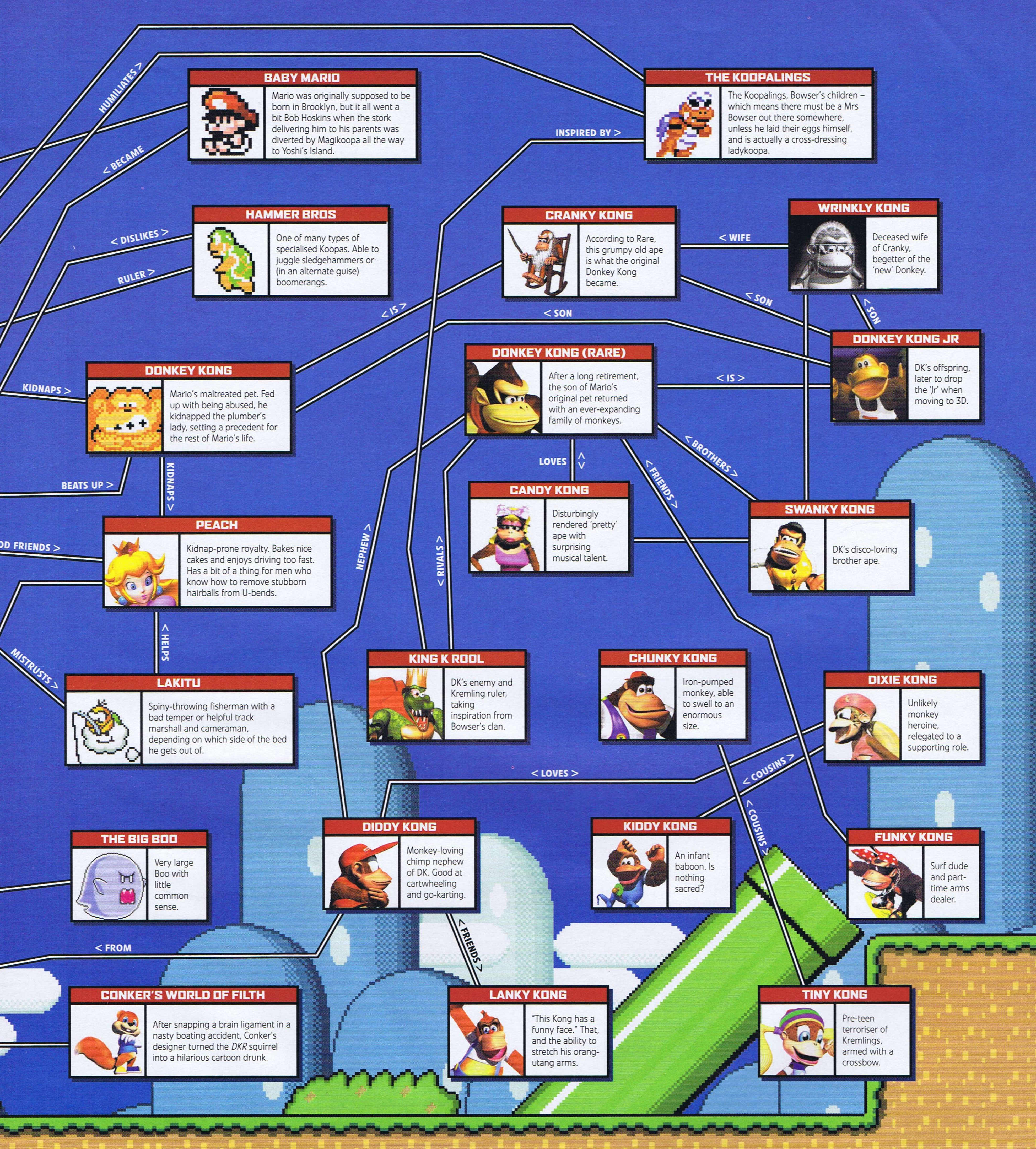
THE NEXT GENERATION

Super Mario 64 (1996) sparked a revolution, heralding a new era of 3D, analogue-controlled gaming. The only title to match its silky feel and perfectly honed design is **Super Mario Sunshine (2002)** – a feat achieved by retaining virtually all of *Mario 64*'s original gameplay tricks.

YOSHI'S ADVENTURES

Mario's reptilian sidekick headlined the awful Super Scope shoot-'em-up **Yoshi's Safari (1993)**, later redeeming himself with **Super Mario World 2: Yoshi's Island (1995)** – a game reckoned by many to be even better than **Super Mario World**. **Yoshi's Story (1997)** was a less successful follow-up.


WHITE SHY GUY
Unable to stand by and watch fallen Yoshis being taken to the castle in *Yoshi's Story*, a White Shy Guy will rescue one of them from his former friends.
KOOPA TROOPER
Bowser's none-too-bright soldiers crop up almost everywhere Mario goes. Apparently they make delicious soup.
MAGIKOOPA
A smarter breed of Koopa with the ability to cast shape-shifting spells. Dropped from *Mario Kart 64*, but made a fleeting appearance in the GBA version.
< BOSS
< COMRADE >
< RIVALS >
TRAITOR >
< FRIEND >
SHY GUY
Masked villains with an affiliation to Baby Bowser and a liking for tennis.
BABY BOWSER
Unlike his rival Baby Mario, never seen in the same place as his adult self (which makes sense, really).
< RIVALS >
< RULER
< CHILDREN
< FIGHTS WITH >
< STOMPS
< RULES
GREW INTO >
WALUIGI
Wario's cackling brother. Currently known only for his tennis ability, and has yet to be seen helping with the family business.
GOOMBA
Brutish mushrooms with a lower status than Koopas.
< RULES
< EATS
BOWSER
King of the Koopas, a fine golfer and an expert kidnapper (although not quite so good at keeping possession of his hostage). Hated Mario even as a child.
< REMEMBERS
BROTHERS
< RIVALS >
NEMESIS
WARIO
Once a rival to Mario, but now goes his own evil way. Enjoys plundering treasure, and has the best laugh in videogames.
YOSHI
Mario's trusted friend. Yoshi is the name of the species as well as every individual, and is the only discernable word in their language of grunts and whistles.
< RIDES
MARIO
The boss, the main man, the sole reason all these characters and more even exist. Plumber; painter; musician; monkey-beater; sportsman; racing driver; and – most importantly – rescuer of princesses.
< JUST
< RIVALS >
< FEEDS
< MUMMY'S SECOND FAVOURITE >
SHARED A STORK
BOW-WOW
Aka Chain Chomp. Big and dangerous in *Mario 64*, smaller and more helpful in *Link's Awakening*.
BABY YOSHI
They don't stay babies for long. Five meals and they're fully grown.
LUIGI
Long-suffering brother. Even when he got his own game, he spent the whole time searching for Mario and looking like he'd soiled his pants.
< FRIEND >
< RIVALS >
< LOOKING FOR
HELPS >
< FRIENDS >
LINK
Friend of Bow-Wow, and another man who's very good at saving princesses.
WOULD LIKE TO EAT >
TOAD
Peach's faithful servant and an instantly recognisable Mushroom Kingdom icon.
SERVANT >
AVOIDS >
KING BOO
A top-of-the-range Boo, with enough cunning to kidnap Mario himself.
< NEVER SEEN
PROF E GADD
Elvin Gadd, designer of the Poltergust 3000 and a keen Boo-spotter.
STUDIES >
BOO
Basic ghost. Dislikes being eyeballed. The one in *Mario Tennis* is called Teresa.
LIKES >
RULER >
BANJO AND HIS BUG-EYED FRIENDS
DKR bear who lives in a surreal world where every object has a pair of cartoon eyes pasted on and is named something like 'Phoney the Phone' or 'Painty the Paintbrush'.
< SPAWNED
THE DKR CREW
A revolting gang of sickeningly cute cartoon animals.
< FROM
SPAWNED >


BABY MARIO
Mario was originally supposed to be born in Brooklyn, but it all went a bit Bob Hoskins when the stork delivering him to his parents was diverted by Magikoopa all the way to Yoshi's Island.
THE KOOPALINGS
The Koopalings, Bowser's children – which means there must be a Mrs Bowser out there somewhere, unless he laid their eggs himself, and is actually a cross-dressing ladykoopa.
HUMILIATES >
< BECAME
INSPIRED BY >
HAMMER BROS
One of many types of specialised Koopas. Able to juggle sledgehammers or (in an alternate guise) boomerangs.
< DISLIKES >
RULER >
CRANKY KONG
According to Rare, this grumpy old ape is what the original Donkey Kong became.
< WIFE
WRINKLY KONG
Deceased wife of Cranky, begetter of the 'new' Donkey.
< SON
< SON
< IS >
< SON
DONKEY KONG JR
DK's offspring, later to drop the 'Jr' when moving to 3D.
DONKEY KONG (RARE)
After a long retirement, the son of Mario's original pet returned with an ever-expanding family of monkeys.
< IS >
KIDNAPS >
DONKEY KONG
Mario's maltreated pet. Fed up with being abused, he kidnapped the plumber's lady, setting a precedent for the rest of Mario's life.
BEATS UP >
KIDNAPS >
LOVES <>
< BROTHERS >
< FRIENDS >
CANDY KONG
Disturbingly rendered 'pretty' ape with surprising musical talent.
SWANKY KONG
DK's disco-loving brother ape.
OD FRIENDS >
PEACH
Kidnap-prone royalty. Bakes nice cakes and enjoys driving too fast. Has a bit of a thing for men who know how to remove stubborn hairballs from U-bends.
NEPHEW >
< RIVALS >
< HELPS
MISTRUSTS >
LAKITU
Spiny-throwing fisherman with a bad temper or helpful track marshall and cameraman, depending on which side of the bed he gets out of.
KING K ROOL
DK's enemy and Kremling ruler, taking inspiration from Bowser's clan.
CHUNKY KONG
Iron-pumped monkey, able to swell to an enormous size.
DIXIE KONG
Unlikely monkey heroine, relegated to a supporting role.
< LOVES >
< COUSINS >
< COUSINS >
THE BIG BOO
Very large Boo with little common sense.
DIDDY KONG
Monkey-loving chimp nephew of DK. Good at cartwheeling and go-karting.
KIDDY KONG
An infant baboon. Is nothing sacred?
FUNKY KONG
Surf dude and part-time arms dealer.
< FROM
< FRIENDS >
CONKER'S WORLD OF FILTH
After snapping a brain ligament in a nasty boating accident, Conker's designer turned the DKR squirrel into a hilarious cartoon drunk.
LANKY KONG
"This Kong has a funny face." That, and the ability to stretch his orang-utang arms.
TINY KONG
Pre-teen terroriser of Kremlings, armed with a crossbow.

WIN TWO CUBE GAMES A MONTH FOR A YEAR THANKS TO… GAME

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UGLY COMPO

WHAT YOU NEED TO DO…

Boy, have we got one for you this month. Don't worry, there's no dressing up, there's no embarrassing yourself; now it's all about your skills – AS AN AMATEUR PHOTOGRAPHER!

Yep, get yourself down the shops, grab a roll of film, stick it in your camera and – bingo! – you're away. What we want you to do this month is get yourself out and about and hunt down the weirdest/ugliest-looking person you can find. YOU HEARD. They might have an extraordinary mullet; they might have a massive nose; they might – in the words of Dan – have "eyes like a smashed bivverbox". They might be so ugly they live in a cave. Whatever it is, we want to see them – and we need cold, hard, photographic evidence.

Basically, it works like this: the weirder/uglier they look, the better. And the weirdest/ugliest of the lot gets free Gamecube games for a year. Well, the sender of the photo does. Not the weird/ugly-looking person.

Oh, and don't send in photos of yourself 'looking' 'ugly'. We'll know.



Everything you need to know about what you could be winning…



Do you know how much of a saving you would make if you didn't have to buy games for a year? In fact, scratch that: do you know how much of a saving you would make if you didn't have to buy games for a year *and* on average, you normally purchased two games a month?

Well, we'll tell you: *a lot*.

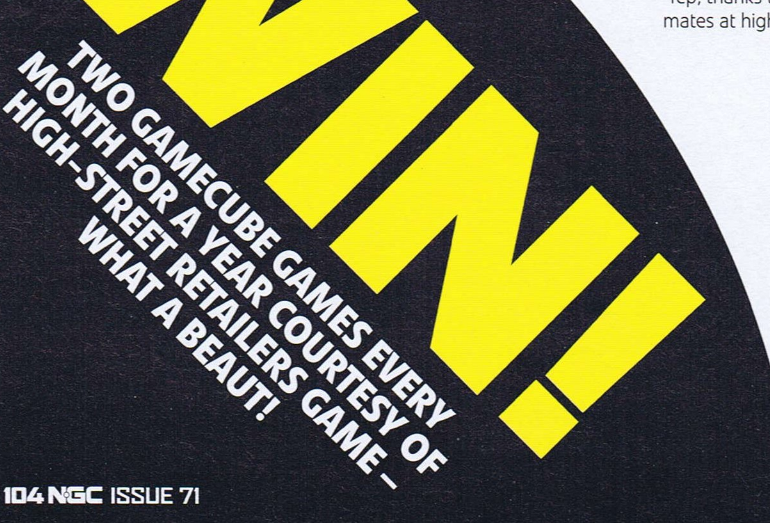
So, how do you fancy not paying for a single Gamecube game for the next year, and *still* find yourself the lucky recipient of *two games every month of the year for the next year*? Ah, you'd have to be a fool not to.

Yep, thanks to our mates at high-street games retailer GAME, we're giving you the opportunity to furnish your living room with 24 new Gamecube games over the next 365 days. Imagine it: *Mario Sunshine*; *Metroid*; *Turok*; *Eternal Darkness*; *Timesplitters 2*; who knows, maybe even *Zelda* – you could have them all for FREE. But, as per usual, this isn't *just* a giveaway. You must know by now that you have to *work* to win with **NGC**'s compos…

So, cast your eye up to the left here to have a look at what you need to do, and then slide your eyes back down here to the all-important address below. Good luck.

SEND YOUR SUPERCALA… UGH ENTRIES INTO THIS ADDRESS:
'Look at this old troll!', **NGC**, 30 Monmouth Street, Bath, BA1 2BW.





THE (YAWN) RULES

1. The closing date for all entries is Friday 13th September: Ugly Day.

2. The competition is open to all UK and Republic of Ireland residents except employees of Future Publishing Limited, GAME, any of their wholly owned subsidiaries, or parent companies, marketing services agencies, handling houses or other companies involved directly with the administration of this competition.

3. All entries must be sent to: 'Look at this old troll!', **NGC**, 30 Monmouth Street, Bath, BA1 2BW. All entries must be sent by prepaid post and received by Friday 13th September 2002, irrespective of the date of posting. Proof of posting won't be deemed proof of delivery.

4. Any entry that is incomplete, illegible, late or otherwise does not comply with the rules may be deemed invalid, in the sole discretion of the Editor. Or The Dreaditor, as the others call him.

5. All valid entries will be examined.

6. The judging will take place on Monday 16th September 2002. The winner will be notified by telephone. Please include a phone number.

7. There is no cash alternative to the competition prize.

8. The Editor's decision on all matters affecting this competition is final and no correspondence will be entered into.

9. If the prize becomes unavailable for any reason, Future Publishing Limited and GAME reserve the right to replace it with another of equal value.

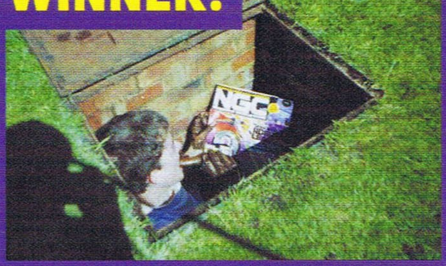
10. The games selected by the winner must be PAL and on general sale within GAME stores.

11. The promoter of this competition is Future Publishing Limited. A big thanks to GAME for providing the prize. These rules shall be governed by English law.

PLUS!

After sifting through the mountains of entries, the results for our compos from issues 68 and 69 are…

WINNER!











PICTURE PERFECT
BIG TV Compo

TV winner Lawrence Craddock, Portsmouth
Copies of ISS Tom Demandt, Belgium; Gregory Daramaras, Greece; Jonathan Irans, Cambridgeshire; Chris Hey, Southampton; Stephen Thomas, Rugby; Paul Dickenson, Lincoln; Steven Rodger, Kilmarnock; Jesse Vaitilingham, Bristol; Adam Phillips, Sheffield

35? THAT'S MY FAVOURITE NUMBER
Star Wars goodies, Acclaim Rubik cubes

Winners Tom Enderby, Bristol; Philip Gell, Barnsley; Callum Macleod, Torquay; Janne Kaitila, Finland; Sean Castle, Banchory; Aaron McKenzie, Liverpool; Tony Doughty, Ruislip; Dave Castle, Hampshire; Gareth Spriggs, Brentwood; Simon Maxted, Evesham; M Lacey, Nottinghamshire; Clark Wallace, Aberdeen; 'Kain Darkwolf', Belfast; A Farr, Saltash; Susan Hamilton, Kent; Janet Divine, Cardiff; Adam Fell, Selby; Luke Miles, Halifax; Orrie Dolman, West Midlands; Michael O'Brien, Warrington; Albon de Bourgonniere, Hitchin; John Cass, Farnborough; Oyvind Stenland, Norway; Tony Chandler, Acton; Jordan Bradbury, Fordingbridge; Chris King, Ashton-under-Lyne; Gareth Bowen, Ammenford; Gary Smith, Stevenage; Jodey Millar, Christchurch; James Baker, Didcot; Claire Watson, Leicester; Richard Dunn, Surrey; B Stuart, Belfast; Andrew Ollerenshaw, Preston



PAD AS HELL
Spot our mistake

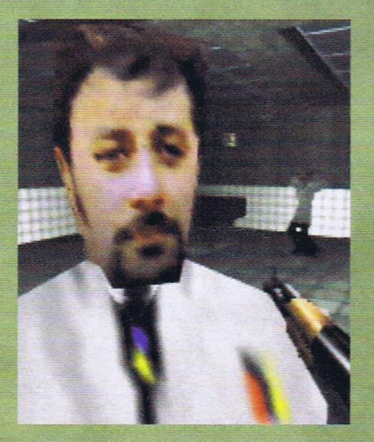
Answer We had an old-style controller on the cover
Winner Michael Grimshaw, Rotherham

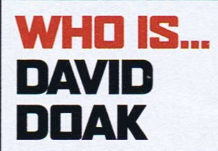
A 'HILARIOUS' JUMBLE SALE OF GAMES TRIVIA AND STALKING

NGC COMPENDIUM

TALK TIME

Want to find out what it's *really* like to work in games development? We give one of GC's top developers an **NGC** mobile and stalk them for a day.





WHO IS... DAVID DOAK

David Doak is one of the guys heading up Free Radical Design, the Nottingham-based coders behind *Timesplitters 2*. Previously, he worked at Rare on *GoldenEye*, and also appeared in digital form as Dr Doak, the scientist you could *shoot right through the head* in the Facility level.

8.17AM

Dr Doak! It's NGC here. How's things?
I've just woken up. I'm in bed listening to the Today programme on Radio 4.
Blimey. That's high-brow. Presumably you're some kind of egg-brained boffin, then?
Well, I have a degree and a DPhil in biochemistry – neither of which have any direct practical application in the world of computer games.
Still. Sounds posh.
Yeah.
And probably makes you a real doctor.
(Silence)
Well, we'll give you a call back when your 'surgery' is officially 'open'. Yak, yak.
(Click)
Dr Doak?

10.22AM

Hello?
Morning!
Ah, hello. I'm just filtering through my emails, getting rid of any time wasters, and replying to the ones that really need to be replied to.
Yeah. You don't want any time wasters.
No.
Don't expect Rare put up with time wasters, do they? They probably shoot them! Ha ha!
(Silence)
Er. So, you've got a degree in biochemistry, then. How in the name of jiminy did that qualify you to work on *GoldenEye*?
I also had experience of looking after networks of machines, like Silicon Graphics workstations. That was my first job at Rare in August 1995 – looking after their Silicon Graphics workstations.
Silicon Graphics workstations? They're what developers use to render graphics, right?
That's right.
So, what did you learn?
That I had a legitimate contribution to make to the games industry – not just playing games, but actually making them. I also learned that even a relatively small team of talented people could create a world-beating computer game.



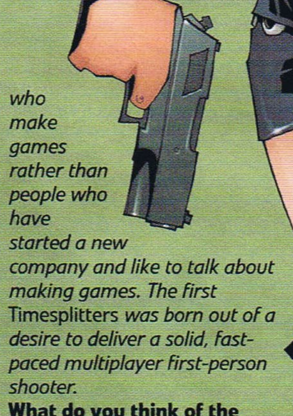
GoldenEye, you mean?
Yeah. It just takes passion and dedication.

1.03PM

Dave – it's your favourite mag!
I'm munching on a lunchtime cob.
Sounds painful. We'll call you back.

3.12PM

Afternoon Dave! What's going on?
I'm just in the process of checking up on how things are going with Timesplitters 2, actually.
Right.
As well as our other secret projects.
Interesting. Anything you'd like to tell us?
(Silence)
Obviously not. It must be fantastic being in charge of such a creative process?
It is. It was part of the reason I left Rare. I had ambitions beyond making games for Rare, and didn't necessarily agree with the way things were done there. I wanted to have more control over the business side of things and felt that a new company could create a better and more productive working environment.
Was it a natural next step after *GoldenEye* to make another first-person shooter?
We didn't want to fall into the trap of a long development cycle on our first project. We wanted to re-establish our credentials as people who make games rather than people who have started a new company and like to talk about making games. The first Timesplitters was born out of a desire to deliver a solid, fast-paced multiplayer first-person shooter.
What do you think of the Gamecube, then?
On N64 I was totally in awe of the programming side of things and was only competent to do some trivial coding. The majority of my work on GoldenEye was AI scripting, gameplay tweaking and level set-up. On Gamecube I am even more in awe of the programming side of things and am not competent to do even trivial coding. The majority of my work on Timesplitters 2 is running the company and looking after the very talented people who are actually creating the game. So, as you can see, I'm a bit of a fraud.

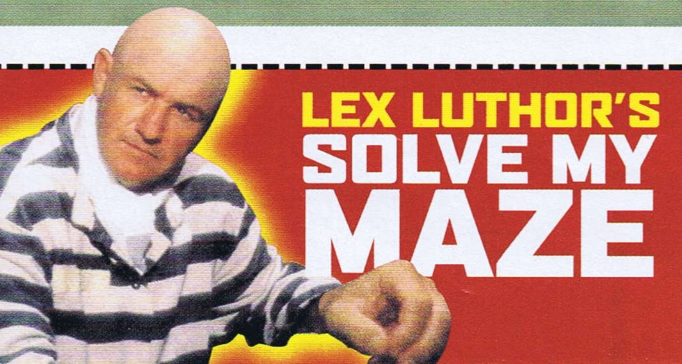


6.58PM

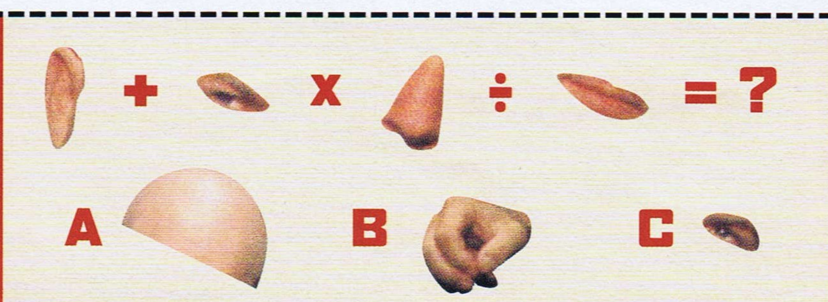
Ever thought about how many times you've been shot through the head in *GoldenEye*?
It's not something I often dwell on – although hopefully it gets it out of people's systems and they won't feel obliged to do it if they meet me.
Just wondered.

9.19PM

So, what's going on, Dave?
I'm tucking into my dinner – accompanied, of course, by a bottle of wine.
Of course. Anything planned?
You know, I might play some videogames.
Now there's an idea.



LEX LUTHOR'S SOLVE MY MAZE





WIN A NEW GC GAME!

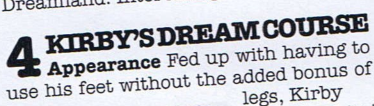
Send your solutions to:
Solve my Maze, **NGC**, 30 Monmouth Street, Bath BA12BW
OR EMAIL: ngc@futurenet.co.uk

Last month's winner: Damien Farrell, Perth

THE EVOLUTION OF... KIRBY

We unearth the colourful past of Nintendo's glutinous pink marshmallow ball...

1 KIRBY'S DREAMLAND
Appearance Kirby made his debut on the original Game Boy. With arms that could easily be mistaken for ears, the odd-ball, er, ball went down a storm.

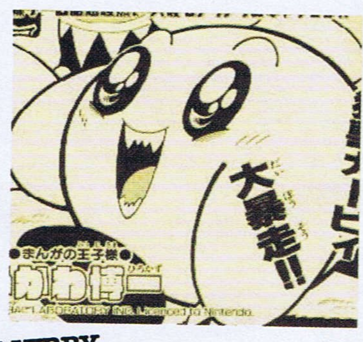


Special move Not content with merely eating and spitting out the locals of Mt Dedede, he frequently belched in the face of the enemy to help feed the starving population of Dreamland. Interesting.

2 KIRBY'S ADVENTURE
Appearance A year later and Kirby finally gets some colour in his puffy cheeks along with a wonderfully camp array of accessories, including a trilby, a parasol and a star-topped magic wand.
Special move Pre-empting Jigglypuff as Nintendo's crooning pink blob of choice, Kirby could devastate the enemy by singing like a tuneless idiot.



3 KIRBY MANGA
Appearance Appearing in Japan's Coro Coro Comics, Kirby went what can only be described as 'mental'. Of his many guises, this particular one frightens the most, with a full set of teeth and claws.
Special move In some issues, Kirby indulged in cross-dressing and ballet.



4 KIRBY'S DREAM COURSE
Appearance Fed up with having to use his feet without the added bonus of legs, Kirby cottons on to the fact that, being round, he can actually roll around. Genius.



Special move Kirby could call on a flying saucer to take him wherever he wanted – on the understanding that it lobbed him back down to earth ten seconds later...

5 KIRBY SUPER STAR
Appearance Not content with just the odd new game here and there, Kirby's next outing was in fact eight games stuffed into one. Still, no matter what game it was, Kirby was still pink.
Special move Retaining his incredible eating abilities, Kirby had now branched out into gangland-style violence. He was capable of back-breakers, German suplexes, lariats and a really nasty body slam.

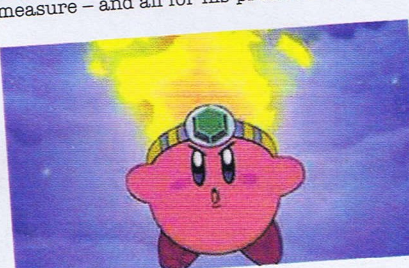


6 KIRBY'S NO KIRRA KIRRA KIDS
Appearance After everyone ignored his Tetris Attack rip-off Star Stacker, Kirby thought he could pull the wool over our eyes by doing it again, but all arty and pastel-shaded in this Japan-only stinker.
Special move Kirby packs owls, hamsters and fish into a narrow trough, then chucks in some bombs for good measure – and all for his precious stars.

7 KIRBY 64
Appearance Despite looking suspiciously like Dreamland 3, Kirby never looked so good. This was also his first 3D outing – which was actually anything but 3D. It was, um... well, 2.5D.
Special move Eating (again), swallowing and spitting, only this time with even-more devastating consequences, not least for the poor sphere's colon if that fiery arrow attack was anything to go by...



8 SMASH BROS MELEE
Appearance Pink, round and deadly. Turns himself into twisted Nintendo hybrids by inhaling his opponents and spitting them out.
Special move Inducing the rage of thousands of gamers over the world by playing like a cheap, no-skills cretin who jumped and turned himself into a high-velocity rock over and over and over and over and... AARGGHH!



9 KIRBY ANIME
Appearance Truly the pinnacle for the pink blob's career. After proving himself hard enough in the Smash games, Kirby is elevated to the status of all-round hero – which gives him the right to scowl. A lot.
Special move There really is nothing he can't do now. Battling giant monsters, wielding a sword, being popular with the super-deformed and shooting flames out of the top of his head. You name it, Kirby can do it – and yes, he can still clear a whole banquet table in under ten seconds.

NGC TOP10

INSANITY EFFECTS DISCARDED FOR ETERNAL DARKNESS

1. **Swords made of speaking snakes** After you'd killed a certain foe the sword would rear up and talk to you in an Irish accent.
2. **Celebrity bosses** You start off fighting grotesque creatures of the night – then they 'become' celebrities like William Shatner.
3. **Insane historical inaccuracy** During the 17th Century Rhode Island sections, cars and lorries would drive past honking horns.
4. **Mario section** Halfway through the game, *ED* would become *Mario 64*. You would then have to play the whole of *Mario 64*.
5. **Song weirdness** In the French levels, 15th century monk Paul Luther started whistling New Kids on the Block songs.
6. **Cambodia became Sesame Street** Unbelievable section where Big Bird leapt out and ran amok with a knife-wielding Snuffleupagus.
7. **Mosquito bites** Interactive first as real malaria-carrying mosquitoes were released from the Gamecube's grilles.
8. **Women made of paper fingers** Inexplicably odd event that occured in Cambodia. Your sword turned into a red Crayola.
9. **UK localisation** UK version was to have exclusive last level with players chopping Pauline Quirk on the Birds of a Feather set.
10. **Sampled speech** On the opening level, when the skeletons came up to you, they would say, "Mornin', mornin', WAH!"



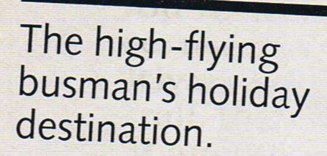
Your guide to the Nintendo world's most exotic games

I AM AN AIR TRAFFIC CONTROLLER (BOKU WA KOUKU KANSEIKAN)



FACTS FOR THE TRAVELLER

GETTING THERE UK residents are advised to take the plunge and go Japanese
CURRENCY ¥4,800 (approx £26)
LANGUAGE Japanese
ELECTRICITY 3V DC power supply (2 x 1.5V AA cells)
POPULATION Largely entertainment and educational experts hailing from the Taito district of Tokyo
DEVELOPMENT Tam Inc.
HEALTH RISKS Vertigo



The high-flying busman's holiday destination.







HISTORY

Very much the home of the work-hard, play-harder ethos for successful modern living, Japan has long been the premier getaway for business executives who struggle to switch off completely during vacations. But while busman's holidays focusing on simulated rail- and city-planning exercises have always been popular with overseas visitors, domestic suits are continually drawn to the resort of Boku wa Kouku Kanseikan (translated as 'I Am An Air Traffic Controller').

Administered with the assistance of four fully-functioning airports – Chitose, Nagoya, Kansai and the globally renowned Tokyo International – patrons are given the opportunity to take command of a traffic controller's shift, aiming to ensure the safe landing of the aircraft while engaging in conversation with the pilots. Because of the at-times frantic and stress-filled nature of the task, sessions are booked on an individual basis, and often last only as long as thirty minutes.



Due to recent sensitive terrorist incidents in the United States, as well as the fact that no-one in the West wants to be an air traffic controller, it is likely that trade embargoes will prevent a franchise ever being established outside of Japan, unless popular Western opinion changes dramatically.

EVENTS

Traditionally, it is those who have a penchant for time management, multi-tasking and other organisational skills who have been attracted to the task of guiding aeroplanes down to land safely.

However, beginners are equally welcome, and the locals are more than willing to take the time out from their daily routine to inaugurate newcomers in the complexities of their local tourist attraction. Indeed, it is actually frowned upon for Westerners to exhibit their usual arrogance and turn down the chance to learn the ropes.

TRAVEL TIP *Ever a friendly bunch, the local piloting fraternity are always happy to engage in conversation with their temporary tower controllers. However, patrons should be warned that once initiated, such conversations must be carried through to completion – a commitment which may cause a fatal loss of direction to other planes.*



ATTRACTIONS

A major recent development has seen customisation taken to the extreme with the inclusion of the facility for patrons to design and preside over their own airport. Colloquially termed a 'Level Editor', this optional extra is fast proving to be a big draw with the younger, more creative crowd. However, as a safeguard against reckless consequences, all those who sign up will need to prove their responsibility by adequately passing two second-tier levels first.

For those who prefer more aesthetic pleasures, an introductory handbook featuring digitised pictures of various planes has proved to be a particularly popular draw.

CULTURE

The resort may attract many affluent tourists, but the I Am An Air Traffic Controller concept has failed to catch on outside its homeland. This may be due to the more disposable nature of much Western entertainment. However, those that do visit seem to appreciate their host's hospitality and are only too glad to come back at a later date (thanks, in part, to a comprehensive save facility).

ACTIVITIES

• Recently, there has been a trend among younger visitors to deliberately force two or more aircraft to collide head-on. Many suggest that this is a response to the alienation and sense of anonymity they feel in large cityscapes, although the reckless actions probably lack any direct political undertones.

• With ten different aircraft to direct, from military planes to Concorde, overseas visitors often take to keeping a log book of how many they have successfully landed (much in the manner of Nintendo attraction Pokémon).

• Conversation with the local pilots is not fundamental to enjoying the experience, but it is looked on positively.

• While still effectively a leisure destination, visitors are urged to act in a practical manner when dealing with multiple planes and numerous landing routes. Failure to do so may anger the natives, whose response may taint a visitor's perception of the place.

FURTHER READING

• With I Am An Air Traffic Controller still not recognised outside of its native Japan by the Gamecube Cross-Continent Tourist Board, information is limited to a few overseas hobbyists. See http://www.cheatcc.com/gba/sg/air_traffic_controller.txt for an excellent overview of what's in store for you.

LOCAL CUSTOMS

I Am An Air Traffic Controller welcomes visitors from all over the globe. However, patrons are advised to respect certain time-honoured local customs.



1. Time. Japan holds high the virtue of punctuality, so it is recommended that travellers do their utmost to land aircraft as quickly and efficiently as possible. Failure to do so will anger the pilots, as symbolised by the colour red.



2. Foresight. The typically myopic Western state of mind is not tolerated at this destination, and great foresight in the planning stages is required to make full use of all runways when multiple planes are in the vicinity.



3. Wind. As the most pronounced of the elements, wind has a mystic significance to the superstitious pilots. Most will refuse to land if you direct them into a high wind, such is their fear of its power and any repercussions it may bring.


12 07 02
8:30am
MICROSOFT CORP:
Main Hall
Sec Cam. 14b3x
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BILL
GATES
12 07 02
8:30am
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MICROSOFT CORP:
Main Hall
Sec Cam. 14b3x

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Hottest Ringtones

Hot In Here - *Nelly*	111977	I Would Die For You - *Space Cowboy*	111999	Roll On - *Mis-Teeq*	111982
Without Me - *Eminem*	111952	Two Wrongs - *Wyclef Jean*	112001	Blurry - *Puddle Of Mudd*	111974
Any One Of Us - *Gareth Gates*	111988	Get Me Off - *Basement Jaxx*	111986	Whenever Wherever - *Shakira*	111661
Just Won't Do - *Tim Deluxe*	112000	Shooting Star - *Flip N Fill*	111987	Light My Fire - *Will Young*	111414
Little Less Conversation - *Elvis vs JXL*	111957	Loves Me Not - *Papa Roach*	111989	Be Cool - *Paffendorf*	111962
Babys Got A Temper - *Prodigy*	111990	2 Way - *Shaggy*	111991	Dove - *Moony*	111978
Kiss Kiss - *Holly Valance*	111898	Underneath Your Clothes - *Shakira*	111992	Don't Let Me Get Me - *Pink*	111930
The Logical Song - *Scooter*	111965	Hero - *Chad Kroeger*	111966	At Night - *Shakedown*	111963
How Come U Don't Call Me - *Alicia Keys*	111993	It Takes More - *Ms Dynamite*	111967	Oops Oh My - *Tweet*	111932
Full Moon - *Brandy*	111994	Just A Little - *Liberty X*	111935	Best In Me - *Blue*	111950
Emerge - *Fischerspooner*	111995	Stop Crying Your Heart Out - *Oasis*	111968	Freak Like Me - *Sugababes*	111896
Gonna Be Alright - *Jennifer Lopez*	111996	Get Over You - *Sophie Ellis Bextor*	111969	Temple Of Dreams - *Future Breeze*	111953
Mother - *M Factor*	111997	Unchained Melody - *Gareth Gates*	111684	La La Land - *Green Velvet*	111954
By The Way - *Red Hot Chilli Peppers*	111998	Julie - *Shaggy & Ali G*	111666	Love At First Sight - *Kylie*	111955
		When U Look At Me - *Christina Milian*	111981	Were On The Ball - *Ant and Dec*	111958

Street Movers

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Dolphin leaping.	180009
Racing car speeding away from grid	180004
Gopher emerges, looks around	180019
The Earth Spinning Around	180017
Graphic Equalizer	180026
Drinking Man raising Glass	180016
Union Jack in wind.	180002

COMPATIBILITY: 'Animated Screen Savers' are compatible with WAP Enabled Nokia 3330, 6210, 6510, 5510 and 6310.

Pictures

now available for ERICSSON

















141079	141078	141286	141002
141130	141451	141070	141021
141387	141009	141013	141322
141190	141065	141014	141364
141244	141205	141604	141245
141288	141283	141396	141303
141592	141370	141086	141270
141004	141095	141038	141267
141162	141517	141538	141479
141050	141602	141564	141593

PICTURE MESSAGE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 5510, 6210, 6250, 8210, 8850, and 9110i. NOKIA 3310, 3330, 5510 can use Pictures as Screen Savers. ERICSSON: T20e, R520m

Logos

LOGO COMPATIBILITY - NOKIA: 402, 702, 3210, 3310, 3330, 5110, 5130, 5146, 5510, 6110, 6130, 6150, 6210, 6250, 7110, 8810, 8210, 8310, 8810, 8850, 8890, and 9110i ERICSSON: T20e, R520m

131690	131262	131222	131353	131556	131223	131582	131224	131121
131692	131578	131666	131116	131162	131266	131686	131289	131664
131691	131572	131210	131396	131596	1315208	131107	131141	131117

CHART

Livin It Up - *Ja Rule*	111931	True Love Never Dies - *Flip & Fill*	111655	Angel - *Shaggy*	111114
My Plague - *Slipknot*	111976	Addicted To Bass - *Puretone*	111636	Its Raining Men - *Geri*	111117
Tranzy State Of Mind - *Push*	111959	Always on Time - *Ja Rule*	111644	It Wasn't Me - *Shaggy*	111118
Roll Out - *Ludacris*	111979	What About Us? - *Brandy*	111656	Play - *J-LO*	111122
Heartless Theme - *HeartlessCrew*	111942	Ever So Lonely - *Jakatta*	111657	Lady Marmalade - *C. Aguilera*	111123
Follow Da Leader - *Nigel&Marvin*	111943	To Get Down - *Timo Maas*	111658	Bills Bills Bills - *Destinys Child*	111135
Dreamer - *Ozzy Osbourne*	111980	Moi, Lolita - *Alizee*	111660	Jumpin - *Destinys Child*	111136
Evergreen - *Will Young*	111659	A Mind Of Its Own - *V. Beckham*	111663	Pure Shores - *All Saints*	111156
Irie - *Luck and MC Neat*	111956	Crazy Rap - *Afroman*	111631	Rock DJ - *Robbie Williams*	111160
Fly By II - *Blue*	111664	More Than A Woman - *Aaliyah*	111626	American Pie - *Madonna*	111163
Starbucks - *A*	111975	Hero - *Enrique Iglesias*	111642	Don't Let Me Be - *Britney Spears*	111165
The Hindu Times - *Oasis*	111895	Caught In The Middle - *A1*	111643	Under The Bridge - *All Saints*	111175
Lazy - *X Press 2*	111897	Get The Party Started - *Pink*	111640	When U Say Nothing - *R. Keating*	111177
All I Want - *Bellefire*	111960	Bad Intentions - *Dr Dre*	111620	Whole Again - *Atomic Kitten*	111183
In My Eyes - *Milk inc.*	111940	At The Movies - *Alien Ant Farm*	111646	Clint Eastwood - *Gorillaz*	111184
Bop Bop Baby - *Westlife*	111941	Murder On The - *Sophie E. Bextor*	111594	Pure and Simple - *Hearsay*	111185
Girlfriend - *NSYNC*	111933	Lovely - *Bubba Sparxxx*	111647	Teenage Dirtbag - *Wheatus*	111186
Make It Good - *A1*	111934	Caramel - *City High feat Eve*	111648	Electric Avenue - *Eddie Grant*	111187
We Are All Made Of Stars - *Moby*	111936	B With Me - *Mis-teeq*	111649	Thong Song - *Sisqo*	111190
Rock The Boat - *Aaliyah*	111937	Hey Baby - *No Doubt*	111650	I Try - *Macy Gray*	111192
Its Ok - *Atomic Kitten*	111938	Do Wah Diddy - *DJ Otzi*	111564	Its Gonna Be Me - *NSYNC*	111194
It's In Your Eyes - *Kylie Minogue*	111639	Bad Babysitter - *Princess S'star*	111651	**THEMES**	
Blow Your Whistle - *DJ Alligator*	111567	I Think I Love You - *Kaci*	111653	Mission Impossible	111121
Country Rd - *Hermes House Band*	111571	Am to Pm - *Christina Milian*	111635	Only Fools And Horses	111369
Can't Get U Outa My Head - *Kylie*	111388	Haterz - *So Solid Crew*	111574	Harry Potter	111548
Boom - *Anastacia*	111951	You - *S Club 7*	111652	Axel F Beverley Hills Cop	111601
Hungry - *Kosheen*	111899	Its Love - *GoldTrix*	111637	Match of the Day	111126
Sunglasses@Nite - *Tiga&Zyntherius*	111944	Girls Girls Girls - *Jay Z*	111634	Teletubbies	111688
Attitude - *Alien Ant Farm*	111946	On The Radio - *Nelly Furtado*	111627	Sex And The City	111673
Get Happy - *Zoe Birkett*	111928	My Sweet Lord - *George Harrison*	111628	Winnie The Pooh	111613
Ride Wit Us - *So Solid Crew*	111667	Drifting Away - *Lange*	111638	The A Team	111115
Break Ya Neck - *Busta Rhymes*	111670	Diddy - *P Diddy*	111629	James Bond	111119
How You Remind Me - *Nickelback*	111671	Overprotected - *Britney Spears*	111630	Spiderman	111645
Aint It Funny (Remix) - *J Lo*	111690	Points Of Authority - *Linkin Park*	111621	The Good, The Bad & The Ugly	111181
Oi - *More Fire Crew*	111692	Will I - *Ian Van Dahl*	111547	Muppets	111134
Tainted Love - *Marilyn Manson*	111888	U Can't Change Me - *R.Sanchez*	111573	Benny Hill	111139
4 My People - *Missy Elliott*	111890	Catch - Kosheen	111598	Rocky	111141
Shake UR Body - *ShyFX&TPower*	111891	Handbags & Gladrags - *St'phonics*	111599	Scooby Doo	111142
Champagne Dance - *PayAsYouGo*	111894	Lately - *Samantha Mumba*	111619	633 Squadron	111608
Aint It Funny (Remix) - *J Lo*	111690	Words Are Not Enough - *Steps*	111600	Formula One	111610
Oi - *More Fire Crew*	111692	They Don't Know - *So Solid Crew*	111519	Red Dwarf	111611
Tainted Love - *Marilyn Manson*	111888	Crying At The Disco - *Alcatbazar*	111586	Ghostbusters	111455
4 My People - *Missy Elliott*	111890	Got You - *Pharaoh Monche*	111587	Rainbow Theme	111562
Love Foolosophy - *Jamiroquai*	111691	Smooth Criminal - *Alien Ant Farm*	111377	The Terminator	111602
A World Of Our Own - *Westlife*	111654	Who Do You Love - *Riva/Danni*	111554	Batman	111606
ShouldaWouldaCoulda - *B.Knight*	111672	Have You Ever - *S Club 7*	111543	Pinky And The Brain	111607
Somethin Stupid - *R. Williams*	111556	You Are - *Atomic Kitten*	111542	Hawaii 5-0	111604
Gotta Get Through - *D.Bedingfield*	111545	Resurrection - *PPK*	111550	Blind Date	111482
Because I Got - *High Afroman*	111454	Rapture - *iio*	111491	Star Wars - *Main Theme*	111125
Hey Baby (Uhh, Ahh) - *DJ Otzi*	111446	Fight Music - *D12*	111504	The Flintstones	111465
Insatiable - *Darren Hayes*	111665	Where's UR Head At? - *Base Jaxx*	111503	Superman	111143
		One Night Stand - *Mis-teeq*	111498	Match of the Day	111126
Diff. Point Of View - *DB Boulevard*	111662	Say My Name - *Destinys Child*	111113	Knight Rider	111127

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RINGTONE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 5510, 61xx, 62xx, 8210, 8310, 8110i, 88xx, 7110, and the 9110i; SAGEM: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949 MC950, MC952, MC956 & MC959(r) MOTOROLA: T250, V50, V100, V8088 & Timeport 260

1 call gets 3 ringtones

FOOTBALL 119919
The Great Escape
We are the Champions
Eat My Goal

COMEDY 119916
Only Fools & Horses
Benny Hill
Father Ted

EMINEM 119915
Real Slim Shady
Stan
Purple Hills - D12

HITS 119921
Hey Baby - DJ Otzi
Because I Got High - Afroman
Castles In The Sky - Ian Van Dahl

KYLIE 119918
Can't get you out of my head
It's in your eyes
On a night like this

HIP HOP 119905
Because I Got High -Afroman
Fight Music - D12
Blow Ya Mind - Eve & Gwen Stefani

BOND 119914
Main Theme
License to Kill
Live And Let Die

STONE ROSES 119917
Fools Gold
I Wanna Be Adored
Waterfall

ROCK 119909
Sweet Child O Mine - Guns n Roses
In The End - Linkin Park
Enter Sandman - Metallica

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DIAL THIS NUMBER

09063 608019

BANJO TOOIE	09063 608016	GOLDENEYE	09063 615570	PERFECT DARK	09063 615585
POKEMON GOLD	09063 608017	BAD FUR DAY	09063 608015	THIS IS FOOTBALL 2	09063 608012
ZELDA 2	09063 608018	LUIGI'S MANSION	09063 615571	SMACKDOWN 2	09063 657018
		WAVE RACE: BLUE STORM	09063 615572	SPIDERMAN	09063 657019
		SONIC 2	09063 615573	MAX PAYNE	09063 615586
		STAR WARS: ROGUE LEADER	09063 615574	MEDAL OF HONOUR 2	09063 615587
		TONY HAWKS 3	09063 615575	ISS PRO 2	09063 615588
		GRAN TURISMO 3	09063 608013	DONKEY KONG	09063 615589
		GRAND THEFT AUTO 3	09063 657073	MARIO TENNIS	09063 657010
		SPY HUNTER	09063 608010	POKEMON SNAP	09063 657011
		SPIDERMAN 2	09063 615577	SYPHON FILTER 2	09063 657012
		SMACKDOWN 3	09063 615578	INDIANA JONES	09063 657013
		POKEMON CRYSTAL	09063 615579	DRIVER 2	09063 657014
		MARIO KART	09063 615580	TOMB RAIDER CHRONICLES	09063 657015
		CHAMPIONSHIP MANAGER	09063 615581	WORLD IS NOT ENOUGH	09063 608011
		LMA 2001	09063 615582	THE BOUNCER	09063 657016
		SHEEP DOG N' WOLF	09063 615583	TEKKEN TAG	09063 657017
		ITALIAN JOB	09063 615584	FIFA 2002	09063 615576

Competitions



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Be the first to own this futuristic phone! Ultra modern features include: Wap; fm radio and voice facilities, all packed into an amazing tiny body.

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Win PS2 PlayStation

Plus a top game !!

Comes with a great game, & Memory Card.

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Win an X box

Plus a top game !!

Win the all new Super-console, from Microsoft which boasts stunning Graphics, Superb Sound and Great Gameplay.

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Win Adidas Predator Mania Boots

As worn by the England captain David Beckham & French superstar Zidane

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